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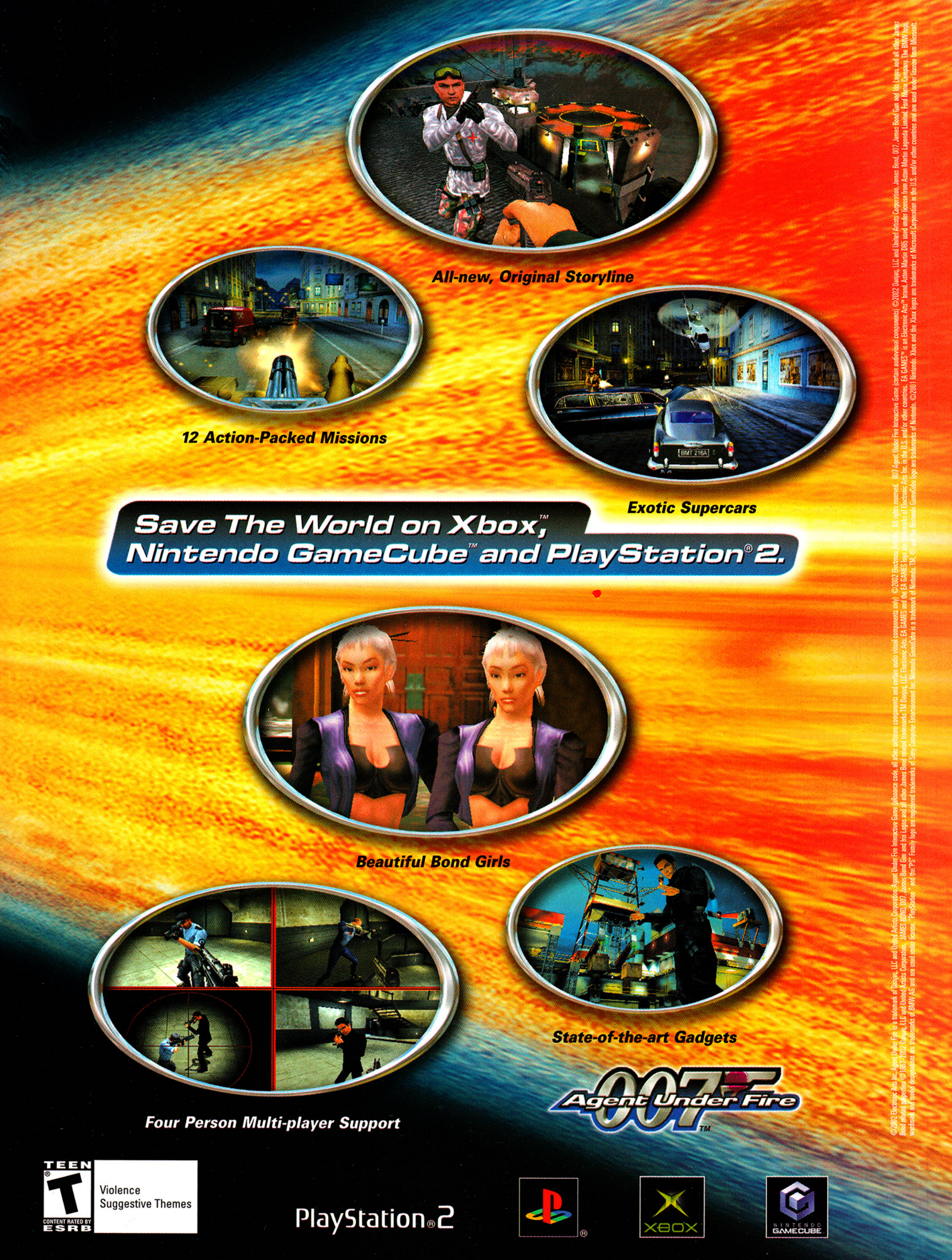
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VOLUME 156 - MAY 2002

Nintendo Power is printed in the U.S.A. and published by Nintendo of America Inc., 4820 150th Avenue NE, Redmond, Washington, 98052, at $59.40 per year in the U.S.A. ($71.40 in Canada).

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PLAYER'S PULSE

Nearly all the readers who wrote in about the 2002 Nintendo Power Awards Nominations had great ideas about categories they'd like to see. Other responses simply championed the senders' favorite games.

YOU'VE GOT THE POWER

I have a subject I think you should have added as one of the topics to vote on. Which Nintendo character deserves to be in the next Super Smash Bros. game? The choices would be: Bomberman, Banjo and Kazooie, Geno, Mega Man, Mallow, Captain Olimar with Pikmin, Isaac (Golden Sun), Toad and Diddy Kong.

ReeksOfAwsmnss7
Via the Internet

That's a pretty cool idea, but it sounds more like a Write Away, Right Away topic to us, and less like an award. Hmmmmm . . .

Just want to tell you what I think of the Power Awards. It was perfect! Excellent! Fantastic! Marvelous! Great! You didn't forget anything.

Bobby George
White Stone, VA

The Power Awards were good, but not great. Like Advance Wars and Castlevania: Circle of the Moon—I agree those games are great, but other games didn't even have a chance. I also think you had a few too many categories.

Ben Jack
Havertown, PA

I have to say, I was disappointed not to see Golden Sun nominated for Best Music. Golden Sun had an original sound track, but Super Smash Bros. and Tony Hawk get their tunes from other places, so why should they get the credit for it (not to say the music wasn't good)? At least Golden Sun got a load of other nominations—I'm happy to see a great game being appreciated.

Brian Roberts
Via the Internet

I think that one of the awards you should have included was the Most Wanted game. If there was a game like Pokémon coming out, I would pick that.

Peter Costa
Wakefield, MA

Well, Peter (and others who wrote in with a similar request), the Power Awards are for games that have already been released. We already have a Most Wanted section in the Power Charts, which follow Player's Pulse. Soon you'll be able to votefor your Most Wanted games every month!

I think you should include a category like "Worst Overall Game" and "Worst Music." In your 100th issue, you had the top ten worst games and I found it really entertaining. I think bad games should get as much recognition as the good games.

alex__wait!
Via the Internet

In this year's Power Awards, I was pleased with the nominees. However, there's one nominee I can't understand, and that's the

LETTER OF THE MONTH

Nintendo should have a magazine. It should be about 50 pages long for one issue. It should have kids' drawings and codes and stories about new systems and new games. And a page on who made the magazine and helped make it, like me. It should have a section to buy things like games and clothes, and info on the best-selling game and a lot about it. It should also look good.

Nicholas Bordeau
Ballston Spa, NY

Nintendo should have a magazine. That would be kewl. Maybe it could also have stuff like strategy reviews, a special section for RPG games, a place for Pokémon info, a page all about nintendo.com and maybe even previews of new games! Awu, who are we kidding? It would never work! It's a nice dream, though. Maybe someday . . .

Sandbag from Super Smash Bros. Melee. Why on earth would you include a Sandbag in the Best New Character category? I mean, all you do is smack it with a bat!

Chris Toler
Via the Internet

Yeah, but it's got that old-school Super Mario styling, what with the eyes on a basically inanimate object and all. It just sits there, so trusting, so innocent—then you smack the stuffin' out of it with the Home Run Bat. That's just satisfying.

OK, you guys put Super Smash Bros. Melee in 14 out of the 26 award categories! That's more than half. I hope you figured that out, but some people don't know how to do the math. So maybe you should make more categories or something.

ElectroHead5
Via the Internet

I have a couple of questions. Should a person even vote at all if they've never played a lot of the nominee games? I mean, is that fair? Are these awards just for fun, or are they taken seriously? I feel guilty every time I vote, because I only vote for games I own, unless every nominee is a game I've never played, then I'll just vote for the one I like the title of best. It makes me wonder, is any game that wins an award really winning because the game is that great, or is it because half of the votes are just guessing? It's a good point!

Jason Mason
Hesperia, CA

Jason, you do bring up some good points. We know that most voters will not have played all the games in all the categories, and often they will vote for the games they own or the franchises they know. Have you ever noticed how Mario, Zelda and Pokémon games dominate the awards? They dominate the sales charts, too. There's probably a connection there. The awards are just for fun, so don't feel guilty! We're sure a lot of voters are in the same boat.

Can you show us the "Overall Best Game" winners for all of the years the Nintendo Power Awards have been going on?

Karri Huismann
Via the Internet

Actually, we printed that info recently. Check out Vol. 150's "150 and Counting" article for the winners and more fascinating tidbits about NP's history.

PLUG-INS

Why doesn't the Game Boy Advance have a place to plug in an AC adapter? It keeps eating my batteries! Hey, maybe I'm playin' it too much, but can you blame me? It's so addictive!

Stardust
Via the Internet

You'll need to buy the special AC Adapter for the Game Boy Advance if you want to plug your GBA into a wall outlet. Part of the adapter plugs into the area where the batteries usually are and creates a place to plug in the cord. You should be able to find the adapter in any store that carries the GBA, or you can visit Nintendo's online store at http://store.nintendo.com to purchase the product.

SEW SWEET!

Pikmin inspired one reader to get sewing.

Joseph Saad of Wayne, IL, made his very own set of Pikmin out of felt. He hand-sewed them himself! He even included the zombie Pikmin. We're totally impressed, Joseph!

HOOKED ON SONIC

I am a 16-year-old girl who really doesn't know a thing about video games and I've never been that interested in them. Well, my bro's a Nintendo freak, so when the Nintendo GameCube came out, he bought it. He just bought the Sonic Adventure 2 Battle game and I thought it looked pretty cool so I gave it a try and now I'm hooked on it! Every day, I rush home to beat my brother's bus so I can play it before him! It's so cool and I think Knuckles is the cutest character! Thanks for introducing a game that gives you a rush that doesn't kill your brain :)

Hnh2004
Via the Internet

Probably the only person in the world who isn't happy for you is your brother, right?

RANDOM RUMBLINGS

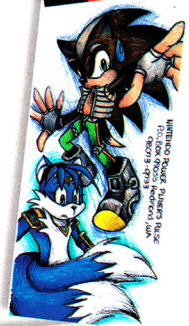
While we were grinding on a rail in Tony Hawk's Pro Skater 3, we used the built-in rumble feature to massage our backs. This saves a lot of money on massage therapists. Thanks for your product!

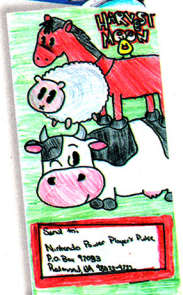
The Rail-Rumbler Brothers
Via the Internet

That would explain all the hate mail we're getting from massage therapists.

LIKE A RUG

I got home from school the other day and wondered if you ever had one of those friends who lies about nearly EVERYTHING gaming. My friend got GCN and Super Smash Bros. Melee before me. Until I got mine, he was





telling me all sorts of stuff, all of which was perfectly believable but untrue. I heard everything from "you can fight in the Temple of Time" to "I unlocked Wario last night and he has this awesome coin move." He got busted after our winter holiday vacation. I'm not complaining about Code Cop because he is busting rumors out of their shells constantly. What I am saying is, people like that should just not talk about it for the good of us dedicated gamers anxiously awaiting every one of your glorious titles on the horizon. So, what are y'all's thoughts on these new generation gaming frauds? Do you know any personally?

Jimmy G. Amster, Jr.
Huntingtown, MD

Sounds like your friend is quite the joker. We get lots of fake info sent to us, which we find amusing, but we're in a pretty good position to tell the real from the fake. We don't know any of the comedians personally, but they've got our e-mail addresses! We think it's mostly harmless goofing, but you should take everything your friend says with a grain of salt. When we talked to the Code Cop about the situation, he turned all red in the face and said "Not on my watch he doesn't! I hope that kid has a mighty fine attorney!" He then jumped on his scooter, shouting "Which way is MD?" and we haven't seen him since.

THE UNKINDEST CUT

I took my new NP to school to read it thoroughly and some kid walked up to me and said "Hey, can I look at that?" and I figured "He's probably just another Nintendo fan," so I said "Sure" and he took it to his seat and then I found out he went to a special class and of course he brought the magazine with him. Then he brings my NP back to me at the end of the day and said "Thanks." On the bus I was looking through and saw a whole bunch of holes where he had cut out pictures from the magazine. So the moral to this sad-but-true story is NEVER, EVER, EVER bring your NPs to school and if you do never let anyone look at them unless you're with them.

NintendoFranson
Via the Internet

That's the saddest story we've ever heard. Good thing the Code Cop's not here! We don't think he could take that kind of torture twice in one column.

WHAT A WHOPPER!

My friends and I were hanging out at a Burger King when we saw a kid walk by who was playing a Game Boy Advance. My short-attention-spanned friends predictably changed the subject to their opinions about the new Game Boy Advance. They said if I bought a Game Boy Advance and liked it, they would each give me 10 bucks (that's 80 dollars)! So I bought it with my own money, planning to say that it was great, even if I didn't like it. I had never been a major gamer, but I loved this thing. I probably played it for over three hours that day. I brought it to school and showed my friends, and I am now 80 bucks richer. Thanks Nintendo!

Your friends are very honorable. Good thing their short attention spans didn't get in the way of remembering their promise to give you cash. Anyway, we're glad you like the Game Boy Advance so much, no matter why you picked one up.

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WRITE AWAY. RIGHT AWAY

We think ReeksOfAwsmnss7 has a good topic to tackle—what characters would you like to see in the next Super Smash Bros. game, assuming there will be another one? What kind of attacks would they have? Maybe the Battletoads should prepare for battle, or perhaps Luigi should bust out the Poltergust 3000 the next time around! Send your responses to us by letter or e-mail. Check NP 411 for our addresses!

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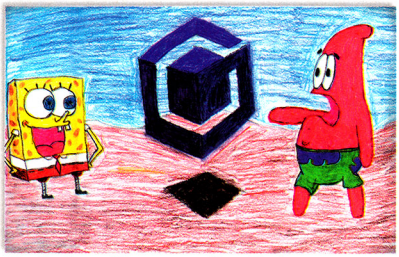

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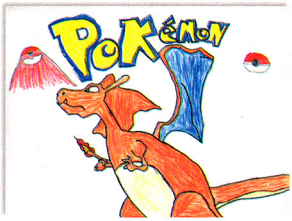

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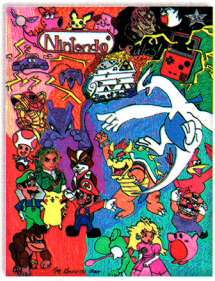

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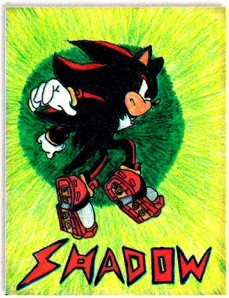

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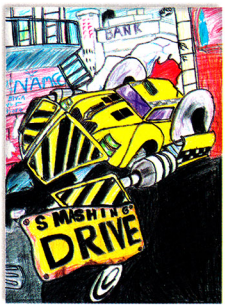

Danny Ortiz • Niagara Falls, Ontario

POWER CHARTS.156

Burnout. Spider-Man. Resident Evil. We admit it—we have the best jobs in the world. Not only do we get to sit around the office playing vids all day, but we get our hands on highly anticipated games months before they're available to the public … yes, life at Nintendo is good. On the reader's end, however, the Power Charts have barely changed—with many titles staying right where they were in last month's issue.

KEY: NINTENDO GAMECUBE | GAME BOY ADVANCE | GAME BOY COLOR

TOP SELLING GAMES*

		PRIOR POSITION	MONTHS ON CHART
1	SONIC ADVENTURE 2: BATTLE	1	2
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	1	2
2	SUPER SMASH BROS. MELEE	2	3
	SONIC ADVANCE	2	2
3	NBA STREET	•	1
	FROGGER'S ADVENTURE: TEMPLE OF THE FROG	10	2
4	LUIGI'S MANSION	4	4
	POKéMON CRYSTAL	3	5
5	PIKMIN	5	3
	MARIO KART: SUPER CIRCUIT	5	5
6	*STAR WARS* ROGUE SQUADRON II: ROGUE LEADER	6	4
	HARRY POTTER & THE SORCERER'S STONE	6	4
7	NBA COURTSIDE 2002	3	2
	WARIO LAND 4	4	3
8	THE SIMPSONS: ROAD RAGE	•	2
	GOLDEN SUN	•	2
9	GAUNTLET: DARK LEGACY	•	1
	HARRY POTTER & THE SORCERER'S STONE	8	4
10	TONY HAWK'S PRO SKATER 3	7	4
	SPYRO: SEASON OF ICE	9	4

*Sales data courtesy of the NPDFunworld TRSTS Video Game Source.

PLAYER'S CHOICE*

		PRIOR POSITION	MONTHS ON CHART
1	RESIDENT EVIL	•	1
	GOLDEN SUN	2	5
2	BURNOUT	•	1
	ADVANCE WARS	1	5
3	GAUNTLET: DARK LEGACY	•	1
	SHANTAE	6	3
4	SUPER SMASH BROS. MELEE	1	4
	TACTICS OGRE: THE KNIGHT OF LODIS	•	1
5	NBA STREET	9	3
	SONIC ADVANCE	5	3
6	SPIDER-MAN	•	1
	BLENDER BROS.	•	1
7	SUPER MONKEY BALL	2	5
	SUPER MARIO WORLD: SUPER MARIO ADVANCE 2	7	4
8	SONIC ADVENTURE 2: BATTLE	3	2
	KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED	•	1
9	ETERNAL DARKNESS	•	1
	TOM CLANCY'S RAINBOW SIX: ROGUE SPEAR	•	2
10	SSX TRICKY	4	5
	ATARI ANNIVERSARY ADVANCE	•	1

*Player's Choice and Most Wanted information courtesy of the NP Krew.

MOST WANTED

		PLATFORM	PRIOR POSITION	MO. ON CHART
1	THE LEGEND OF ZELDA	GCN	2	5
2	METROID PRIME	GCN	4	5
3	SUPER MARIO SUNSHINE	GCN	1	5
4	MARIO TENNIS	GCN	•	1
5	TIMESPLITTERS 2	GCN	•	1

COMING SOON!

Keep checking www.nintendo.com for a chance to vote for your favorite Player's Choice and Most Wanted titles.

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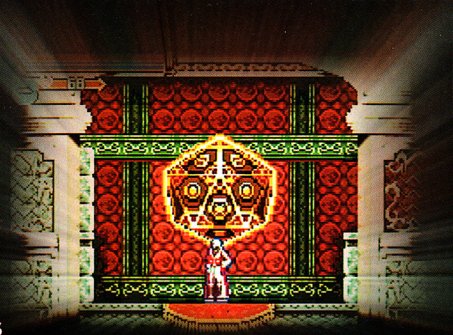
GAME WATCH

THE INSIDE SOURCE FOR NINTENDO NEWS & PREVIEWS



Konami's Castlevania series returns to Game Boy Advance with a brilliant new episode. Game Watch enters Dracula's castle in our exclusive first look.

THE SPOTLIGHT

Eternal Darkness: Sanity's Requiem

Nintendo's gothic adventure is on track for a summer release . . . think Halloween in June!

Vexx for Nintendo GameCube

A new adventure spectacular is on the way to GCN from Acclaim, and Game Watch has the first exclusive screen shots.

UFC Throwdown

When it comes to hard-hitting action, pro wrestling has to take a backseat to the insanity of the UFC.

Rayman 3

Ubi Soft has more than racing and fighting in mind for Rayman. Rayman 3 for GCN is in development. Take a look in the Gallery.

Desert Strike Advance

Classic chopper missions behind enemy lines are what Desert Strike Advance is all about, and Desert Strike has never looked so good.

Minority Report

Game Watch takes the first look at Activision's upcoming action/thriller based on this summer's Spielberg box office release.

THE GAMING NEWS FOR MAY 2002

POWER COVERS M-RATED GAMES

Over the years, some of our readers have asked if Nintendo Power magazine covers games that have received an "M" rating by the Entertainment Software Ratings Board (ESRB). The answer is yes. We cover a wide variety of games for all our fans, including games that are rated E (for Everyone), rated T (for Teens) and rated M (for over 17). Nintendo Power fully supports the rating system of the ESRB and recommends that players and parents use the ratings that appear on game packaging and in Nintendo Power magazine to help them decide which games are appropriate for them. If you would like more information about the ESRB and game ratings, call 1-800-771-3772 or check out its website at www.esrb.org.

TWO DATES WITH TERROR

Fans of terror, mystery and action should pencil in the months of May and June for two major releases. In May, Capcom's M-rated Resident Evil for GCN will arrive, with Nintendo's Eternal Darkness: Sanity's Requiem, also rated M, following in June. Both games feature high-quality graphics and plenty of chills.

SEGA ZEROES IN ON TRIFORCE

Nintendo is developing a new arcade engine based on the GCN with partners Sega and Namco. The first title announced for the system is F-Zero. Sega will develop versions of the futuristic racer for both GCN and arcade with direction from Nintendo. The development team has indicated that there will be some level of connectivity between the two versions, which use GCN Memory Cards. It's time to start saving those quarters.

D.I.C.E. AWARDS

You win some and you lose some, and at this year's D.I.C.E. awards, representing the top achievements in video and computer games, Nintendo claimed honors in three categories. Pikmin won for Innovation in Console Gaming, Advance Wars won Handheld Game of the Year, and Mario Party 3 took home the award for Console Children's Game of the Year. Congrats, all!

SQUARE IS BACK

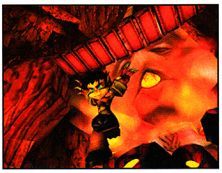
Square Soft recently announced that Final Fantasy games are headed to Nintendo's systems once again. The Japanese RPG giant has confirmed that several games are in the works, including Final Fantasy Tactics, and that at least one title will be released by the end of 2002. No word yet on when the new Final Fantasy games will arrive in North America. Check Epic Center for more details on the return of Square.

CABLE-READY

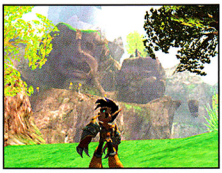
Attention Sonic Adventure 2: Battle and Sonic Advance owners. The Nintendo GameCube Game Boy Advance cable will be available in retail outlets beginning April 15th. The MSRP is $9.95. It's a small price to pay for making your Chao happy.

TUROK AND VEXX EXCLUSIVE!

Acclaim has a treat for Nintendo Power readers this month. The screen shots of Vexx and Turok: Evolution are GCN firsts. Turok: Evolution is the fifth game in the Turok series of first-person shooters. It's intended for older players who like a mix of dinosaurs, big guns and gore. Vexx is a new hero on a quest to save his world. He is aided by magic gloves that give him super-powers. Both games should be available this fall.



Vexx



Vexx

Turok: Evolution

Turok: Evolution

MAJESCO TURNS INTO ARGON

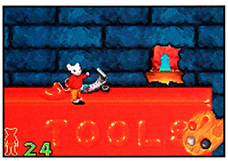
Recently, Majesco announced that it was changing its name to Argon Interactive. At the same time, the publisher and distributor updated its lineup of Nintendo GameCube titles. Bomberman Generations, created by Hudson, Bloody Rayne, a dark, third-person adventure and Black and Bruised, a boxing game featuring cel-shaded pugilists are all headed to GCN beginning this June.

WAVE BIRD FLIES

The age of wireless control will begin for Nintendo GameCube this June when the wonderful Wave Bird takes flight. Nintendo's wireless Controller will sell for an MSRP of $39.95 and give you a range of movement up to 30 feet from the GCN.

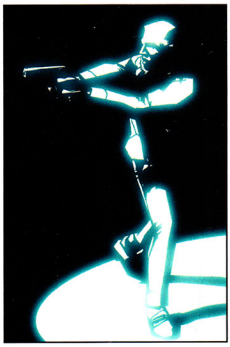
THE MOUSE THAT SCORED

Stuart Little returns to Game Boy Advance in a new adventure from Activision. Stuart Little 2 is based on this summer's silver-screen sequel starring the spunky rodent. In his new small-screen adventure, Stuart must solve several mysteries. He'll ride in balloons and pilot planes in 10 action levels.



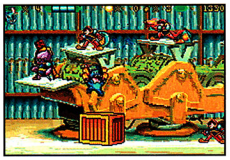
GCN TELLS THE STORY OF XIII

Ubi Soft is working on a unique first-person shooter that combines action and graphic novel elements from the comic books of Jean Van Hamme. The game features cel-shaded graphics that capture the look of the dark conspiracy comic stories. The game will also feature four-player modes.



STITCH IN TIME

Disney's next big animated feature is headed to theaters this summer, and you'll find it on GBA at the same time thanks to Disney Interactive. Lilo and Stitch is the heart-warming story of a little girl who befriends an alien pooch and helps him save the galaxy. Or something like that—we don't want to give away the plot. The game is a fun side-scrolling adventure.



GBA GOES PLATINUM

To celebrate the first anniversary of Game Boy Advance, Nintendo is bringing out a limited-edition Platinum version this June. It looks and plays like a winner.

WHO'S MAKING GAMES?

This month, we'd like to welcome the following development studios to the world of Nintendo.

Agua MassMedia—GCN developer
Big Kids Studios Limited—GCN and GBA developer
Cryo Interactive Entertainment—GCN developer
Hokus Pokus Games—GCN developer
ImaginEngine Corp.—GCN developer
Iridion Interactive—GBA developer
Virtual Software—GBC and GBA developer

TIMESPLITTERS 2

Game Type: Shooter
Publisher: Eidos
ETA: September 2002
System: Nintendo GameCube

One of the great joys of working at Nintendo Power is the chance to see a brilliant game appear seemingly out of thin air. When Eidos recently showed up with an early version of TimeSplitters 2 for Nintendo GameCube, jaws began to drop almost from the start. Eidos and the development team at Free Radical Design are working magic in the form of a GoldenEye-style shooter that takes you into the past and future. The game is divided into huge, exciting episodes—each level feels like a complete adventure. The graphics and music may create the mood of gangsterland Chicago in the '30s or a Bladerunner-like futuristic Hong Kong. In each of the nine episodes, you'll have mission objectives, and some of the objectives will change as you progress. To top it all off, there will be the most impressive multiplayer level editor in shooter history. You'll even be able to create arenas! We love you, Eidos!

The game takes you from the old west in 1851 to the far future. Your job is to stop crimes in time.

Mob thugs talk the talk of tough guys in the '30s while a wistful tune on sax adds to the mood.

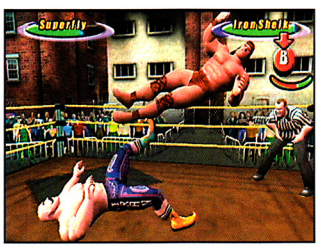
You'll use over 30 weapons, including period pieces. You'll also have a cool tracking device.

In some future areas, you'll be able to take control of remote cameras to spy on your enemies.

LEGENDS OF WRESTLING

Game Type: Wrestling
Publisher: Acclaim
ETA: June 2002
System: Nintendo GameCube

Before Vince McMahon claimed the throne of pro wrestling and turned it into a pay-per-view spectacle, there were many small, regional wrestling leagues around the country. Acclaim takes us back to the days when wrestling was more about what happened during the match than before or after. You can even create your own legend.



You can take more than a dozen classic wrestlers through their careers or just through a match.

Wrestlers use grapples, throws and even loose items outside the ring. You can even play the ref.

UFC THROWDOWN

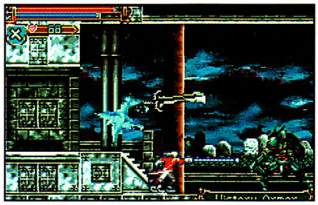
Game Type: Fighting
Publisher: Crave
ETA: June 2002
System: Nintendo GameCube

If you prefer serious fighting to wrestling, Crave has the answer. UFC puts you in the ring with kickboxers, wrestlers and martial artists. With its six modes and dozens of fighters, you'll have plenty of brawling ahead.

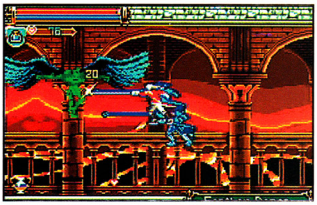
CASTLEVANIA: HARMONY OF DISSONANCE

Game Type: Platform action
Publisher: Konami
ETA: June 2002
System: Game Boy Advance

Another welcome surprise this month is the appearance of the second Castlevania game for GBA. Harmony of Dissonance may have a confusing name, but the game play is classic Castlevania, which translates into incredible depth and challenge.



Juste Belmont stumbles into Dracula's castle and sets off on a vampire hunt. It runs in the family.



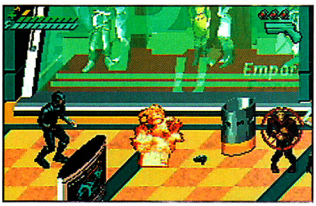
Items, spells and your trusty whip are all you have to get you past some vile enemies.

MINORITY REPORT

Game Type: Platform action
Publisher: Activision
ETA: July 2002
System: Game Boy Advance

Activision shared an early copy of Minority Report with Game Watch, and we grabbed the exclusive shots shown here. MR is based on the upcoming movie with Tom Cruise. Several scenes from the film are recreated, including a level where you fly with a jetpack. Expect nonstop action.

Most stages involve shooting battles. If you hit an innocent, you'll pay for it by losing some health.

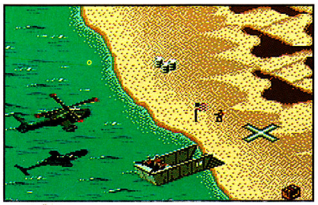


You can hide behind barriers to avoid enemy fire and explosions, then pop up and shoot.

DESERT STRIKE ADVANCE

Game Type: Helicopter action/strategy
Publisher: Electronic Arts
ETA: May 2002
System: Game Boy Advance

Blowing up enemy bases and rescuing hostages are your goals in Desert Strike Advance. The classic chopper game puts you in control of several army choppers in desperate missions around the world. You'll have to balance bravado with caution if you hope to survive.

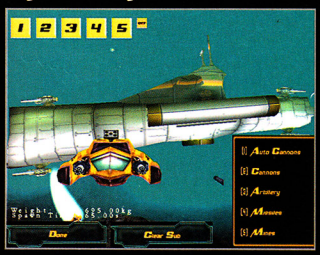


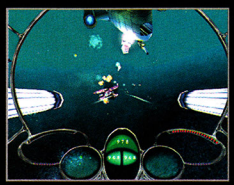
After a mission briefing, you'll head into hostile territory where the enemy is always ready. Hello.

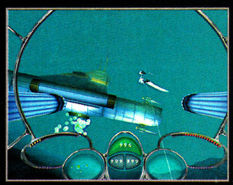
You'll use a winch to hoist up supplies, ammo, fuel and hostages during your mission.

PROJECT: DIGIPEN

Commando Attack Sub is a futuristic, submarine first-person shooter with a flight-sim feel created by students at DigiPen. Through tunnels and caves in the ocean depths, players battle in teams to destroy the opposing team's carrier. At press time, Commando Attack Sub did not support multiplayer action, but the final version, complete with multiplayer action, should be posted by the time you read this. A team of DigiPen students in their seventh and eighth semesters designed and programmed the game. Programming was handled by Robert Aldridge, Charlie Burns, Drew Canitz, Robert Pasquini, Jack Song, Jamien McBride and Lucas Selby-Hele. The artists working on the game were Ryan Mote and Mike DelGato. Mike Jones and Llyndon Moore, both students at DigiPen, worked with GreenWire Audio (a contractor) to produce the sound.



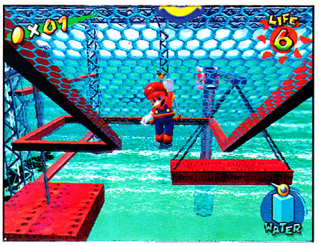




For more information on DigiPen, and to download a copy of Commando Attack Sub to play on your computer, head to www.digipen.edu, where you'll also find links to more projects and information about signing up for classes or workshops.

MAY GALLERY OF GAMES

This month's gallery features another multipic view of Super Mario Sunshine for Nintendo GameCube. Adventure fans should feast their eyes on Bomberman Generations and the first look at Rayman 3. Those of you who are older and like a bit of fright with your gaming should get ready for Resident Evil and Blood Rayne. And for all of you Game Boy Advance fans, we have an exclusive first look at: Star X and Aero the Acrobat.



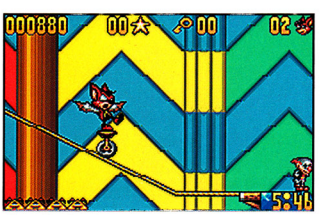
Super Mario Sunshine
Super Mario Sunshine has a new name and--better yet--a release date. The next big thing from Mr. Miyamoto is going to be available by the end of August.

Resident Evil
The M-rated thriller from Capcom has stunning graphics, new puzzles and the original story.

Bomberman Generations
Argon's Bomberman has an explosive adventure, and a multiplayer action mode to boot.

Blood Rayne
The heroine of Blood Rayne for GCN is a vampire with a conscience.

Rayman 3
Ubi Soft goes beyond the arena to create an entirely new adventure for Nintendo GameCube.



Aero the Acrobat
Aero's return to platform gaming will land the batty hero on Game Boy Advance.

Star X
A polygonal shooter on Game Boy Advance? Star X looks like an old Star Fox game in miniature.

GAME WATCH FORECAST

Dual Blade

SpongeBob SquarePants 2

Monster Force

Earthworm Jim 2

DEVELOPER PROFILE

An American classic gets a British facelift thanks to Mobius Entertainment and 3DO.

Mobius Entertainment Ltd
Leeds, England
Respondent: Gordon Hall, Managing Director
Game: High Heat Major League Baseball 2003

GW: What is your company's philosophy on game development?

GH: It's very eastern really—challenge and reward, setbacks and successes, weakness and strength, lack of knowledge followed by revelation. All of these things are what drive the player on. Look no further than Zelda: Ocarina of Time for an instant example of everything we at Mobius believe a game should be.

GW: In brief, can you describe the steps your company goes through when creating a game?

GH: We first take some time to ensure that we fully understand the subject matter. Then we brainstorm game ideas, at all times looking for the one angle that will drag the player into the world we are creating—the fun factor. Rather than creating a huge document outlining what the game is, we prefer to get a strong team onto developing a playable prototype—the team generally discovers and irons out any game play flaws before they are written in stone in a design document. This process usually takes around one month. During that period we plan out the remainder of the development time, putting any risk areas to the front of the development cycle, as it's these areas that usually trip up and stall the development process.

GW: What sort of difficulties did you have developing a baseball game in the U.K.?

GH: The first thing that struck me was the high level of accuracy to the statistical aspects of the game 3DO was looking for. They drove us pretty hard to ensure we closely matched the statistical accuracy found in the other versions of the brand.

GW: What did you have to focus on to guarantee that your version of High Heat was up to the standard of the series?

GH: We played thousands of games to ensure we were hitting the kinds of scores you see in the real game. The statistics we track actually affect the game play. It becomes important to walk certain batters and you have to keep an eye on pitcher fatigue so you don't throw wild and weak pitches.

GW: What does it take to be a game developer?

GH: Play games, study them, but don't rip them off. Think in terms of feelings: How do you feel when you lose? Do you care? What makes some games so uninteresting while others keep you coming back for more? What's the link between epic masterpieces like Super Mario 64 and Tetris? When you can start to answer these questions, then you are beginning to become a game developer.

NINTENDO GAMECUBE

- 1080° SNOWBOARDING 2
- ANIMAL FOREST PLUS
- BATMAN: DARK TOMORROW
- BLOOD RAYNE
- BOMBERMAN GENERATIONS
- CHRIS EDWARDS AGGRESSIVE INLINE
- DINOTOPIA
- DONKEY KONG RACING
- DRAGON'S LAIR 3D
- DUKE NUKEM FOREVER
- ETERNAL DARKNESS: SANITY'S REQUIEM
- EVOLUTION WORLDS
- FREAKY FLYERS
- GRAVITY GAMES BIKE: STREET.VERT.DIRT
- THE HOBBIT
- HOT WHEELS
- JIMMY NEUTRON: BOY GENIUS
- KAMEO: ELEMENTS OF POWER
- KELLY SLATER'S PRO SURFER
- LEGENDS OF WRESTLING
- THE LEGEND OF ZELDA
- THE LORD OF THE RINGS
- LOST KINGDOMS
- MARIO GOLF
- MARIO KART
- MARIO TENNIS
- METROID PRIME
- MICKEY MOUSE FOR GCN
- MONSTERS INC
- MX 2003 FEATURING RICKY CARMICHAEL
- PHANTASY STAR ONLINE VERSION 2
- RALLY SIMULATION
- RAYMAN 3
- RESIDENT EVIL
- ROBOTECH
- ROCKET POWER
- RUGRATS
- SCOOBY-DOO!
- THE SCORPION KING
- SHREK
- SNOOD
- SPIDER-MAN
- SPONGEBOB SQUAREPANTS
- STAR FOX ADVENTURES: DINOSAUR PLANET
- SUPER MARIO SUNSHINE
- TETRIS WORLDS
- TIMESPLITTERS 2
- TOP GUN
- TOXIC GRIND
- TUROK: EVOLUTION
- UFC
- VEXX
- XIII
- WRESTLEMANIA X8

GAME BOY ADVANCE

- AERIAL ACES
- AERO THE ACROBAT
- BANJO-KAZOOIE: GRUNTY'S REVENGE
- BONX
- BRITNEY'S DANCE BEAT
- CAR BATTLER JOE
- CASTLEVANIA: HARMONY OF DISSONANCE
- DAVID BECKHAM SOCCER
- DEFENDER OF THE CROWN
- DENKI BLOCKS!
- DESERT STRIKE ADVANCE
- DIDDY KONG PILOT
- DK COCONUT CRACKERS
- DRAGON BALL Z COLLECTIBLE CARD GAME
- DUAL BLADE
- EARTHWORM JIM 2
- EGGO MANIA
- FINAL FANTASY TACTICS
- HOT WHEELS
- KELLY SLATER'S PRO SURFER
- THE LAND BEFORE TIME
- LEGO SOCCER MANIA
- LILO AND STITCH
- THE LORD OF THE RINGS, PART 1
- MAT HOFFMAN'S PRO BMX 2
- METROID 4
- MINORITY REPORT
- MLB SLUGGERS
- MONSTER FORCE
- MONSTER JAM: MAXIMUM DESTRUCTION
- MUPPET PINBALL
- NHL HITZ 20-02
- PAINTBALL
- PINBALL OF THE DEAD
- ROBOPON ADVANCE
- ROBOTECH: THE MACROSS SAGA
- SABREWULF
- SEGA SMASH PACK
- SPIDER-MAN
- SPONGEBOB SQUAREPANTS 2
- *STAR WARS:* EPISODE II ATTACK OF THE CLONES
- STAR X
- STUART LITTLE 2
- SUPERMAN
- SUPER MARIO BROS. 3
- SUPER STREET FIGHTER ALPHA
- (THE) SIMS
- TINY TOONS: BUSTER'S BAD DREAM
- TINY TOONS: WACKY STACKER
- VIRTUAL KASPAROV
- WINGS ADVANCE
- WOLFENSTEIN 3D
- X-BLADEZ: INLINE SKATER
- YOSHI'S ISLAND
- YOSHI'S STORY
- YU-GI-OH!

GAME BOY COLOR

- RAYMAN 2
- RHINO RUMBLE

YELLOW TEXT SIGNIFIES NEW GAMES ADDED TO THE LIST

THE GAM

ALL-STAR BASEBALL 2003

Featuring Derek Jeter

EVERYONE E CONTENT RATED BY ESRB

PlayStation 2

GAME BOY ADVANCE

NINTENDO GAMECUBE

XBOX

Acclaim SPORTS WHERE THE STARS PLAY

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- The most realistic player representations ever with 3-D Cyberscan technology
- New Franchise mode: build and play your favorite teams
- All-new Expansion Play: add Major League Baseball® cities, stadiums and teams
- First-ever in-game trading cards: collect, trade and unlock cheats
- National Baseball Hall of Fame™ teams: Mike Schmidt, Reggie Jackson and Yogi Berra
- Exclusive 3-man broadcast booth: Bob Brenly, Thom Brennaman and Steve Lyons

SCREEN TEST

What's going on in the silly screen shot below? We've come up with a caption, but if you think you can do better, send your best lines to poweron@nintendo.com. We'll print the funniest lines in the July issue!

Where's Darrin when you need him? I'm neither popping nor locking!

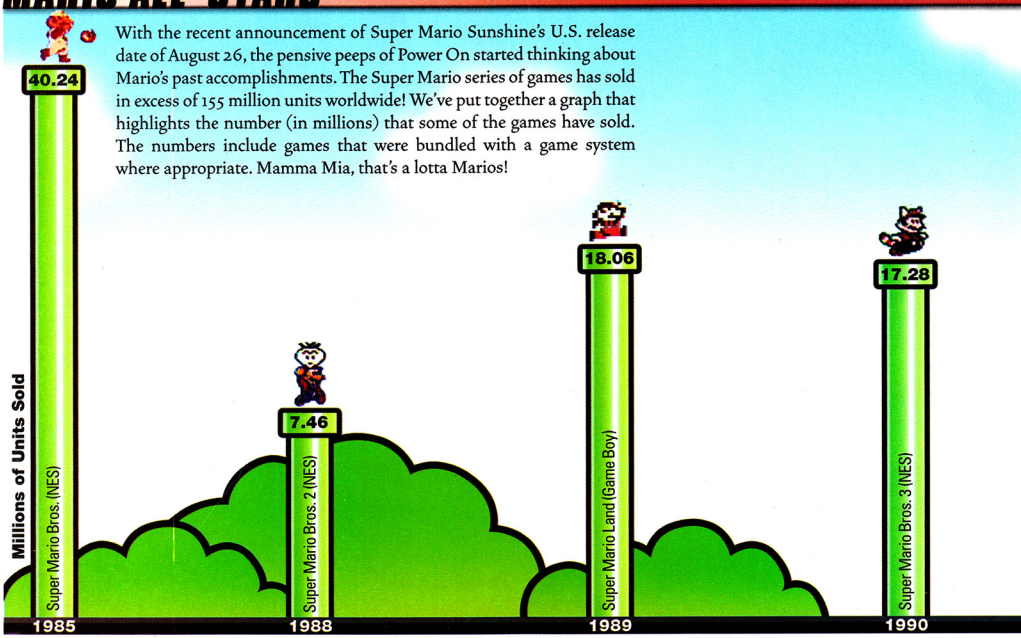
YOUR SCREEN TEST CAPTIONS

It's Chao time! Our line was "Oh little Pumpkinhead—it's only a sunset!" Here are some of your best lines:

I told you he couldn't fly . . . —*Aelphaeis*
Sonic, I wanted the ghost costume! —*JL2US*
Sup, Pup?—*Superalex000*
The candle fell! I'm melting!—*Shadow Archon*
You did WHAT to Ichibod Crane?!? —*Carlton Fougere*
I think that we should see other people, Punkin. —*Nick Durette*
And that's how pumpkin pies are made.—*Wagner1990*
Link didn't teach you the song of healing before he gave you that mask, did he? —*Adam Seale*
Aww, c'mon, it's okay—I'm sure Mister Fluffy is in a better place.—*Sam Hwang*
Uh-oh, I see a fairy godmother!—*Z W*
If you don't stop crying, I'll be having pumpkin pie for lunch!—*Dcl12049*
Unable to decide, he combined two costumes and became "The Headless Horseman from the '70s". —*ShirlNT*
Jack be nible, but Sonic be quick.—*Chris Kowalski*
Not the pumpkin pie factory! Why did it have to be the pumpkin pie factory?—*APB1M*
Don't worry, Mr. Pumpkin, Nintendo will make a great home!—*Steven Moore*

MARIO ALL-STARS

With the recent announcement of Super Mario Sunshine's U.S. release date of August 26, the pensive peeps of Power On started thinking about Mario's past accomplishments. The Super Mario series of games has sold in excess of 155 million units worldwide! We've put together a graph that highlights the number (in millions) that some of the games have sold. The numbers include games that were bundled with a game system where appropriate. Mamma Mia, that's a lotta Marios!



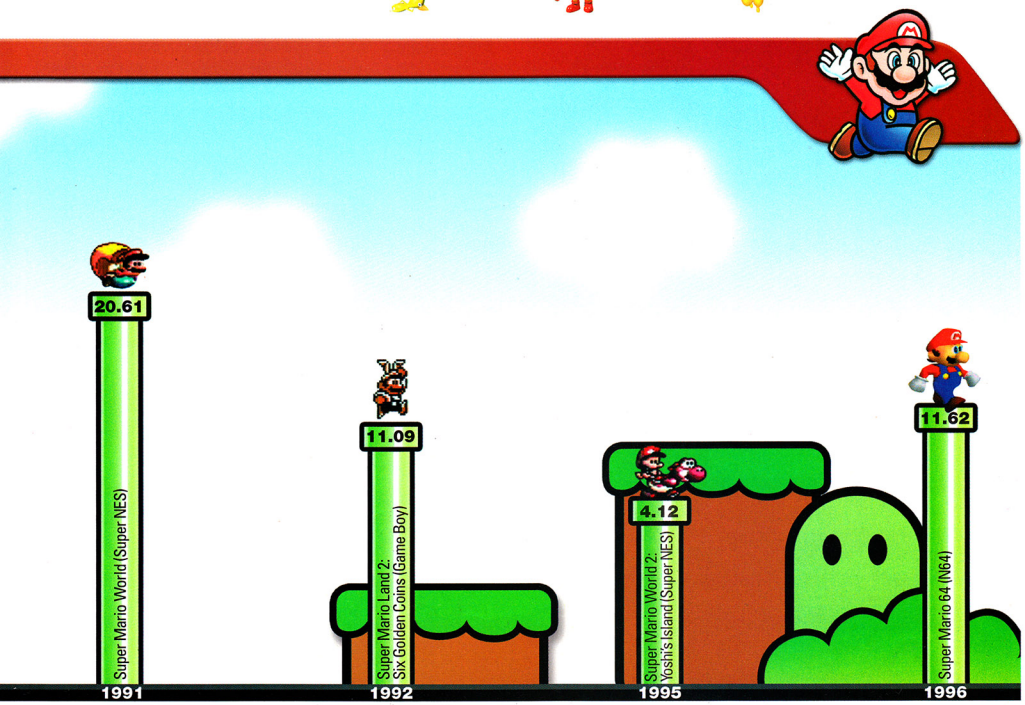
PIKMIN, PAC-MAN OR POKéMON

Their names are similar, but is that all they have in common? In the chart below, each category applies to only two of the three games. For each category, cross out the one character who doesn't belong.

1. Pellets featured in game			
2. Come in red, blue and yellow varieties			
3. Subject of a Top 10 pop song			
4. The star of a cartoon series			
5. Featured in a Tetris-style puzzle game			
6. Types include varieties that specialize in fire or water			
7. Eat berries			

ANSWERS

7.
6.
5.
4.
3.
2.
1.



We Help You Crash the E3 Party!

nintendo.com

In mid-May, the Electronic Entertainment Expo in Los Angeles opens its doors to tens of thousands of video game pros who'll get a look at Nintendo's upcoming games and big breakthroughs. Big-buzz titles like Super Mario Sunshine, Star Fox Adventures, The Legend of Zelda, Metroid Prime, Diddy Kong Pilot, Banjo Kazooie: Grunty's Revenge and other games will all be making a huge impact on the expo floor, as will hardware evolutions like the wireless Wave Bird Controller.

Only those "in the biz" get to attend E3, so Nintendo will release the breaking news on its website for all you devoted fans. On May 21, Nintendo will hold its massive preshow press event—so show up that same day at nintendo.com to get the whole scoop, including the latest screen shots and movies. Then, from May 22 through 24, we'll have reporters slinging interviews and news of every thrilling development from the floor.

During E3, Nsider Chat (see the great announcement below) will be bubbling over with E3 excitement, and we'll likely have an interview with Nintendo's own visionaries Shigeru Miyamoto and Satoru Iwata, which you can bet will reveal even more. So learn about everything E3 at nintendo.com starting May 21!

Chat's Coming Back

nintendo.com/nsider

Keep an eye on the NSider section of nintendo.com for the highly anticipated return of NSider Chat! We loved it, you loved it—and soon everyone will be back chatting about all things Nintendo. Expect frequent appearances from the NP Krew and occasional chat guests. We'll be waiting for you!

Next Gen Sites

nintendogamecube.com

gameboyadvance.com

We're making the next quantum leap—already! Two of Nintendo's dedicated websites, for Nintendo GameCube and Game Boy Advance, have shifted into an even higher gear with more of the game coverage you're looking for. On nintendogamecube.com, you can now get all the latest news from The Buzz, stay tuned to game movies in Broadband Theater and rate your fave games. Meanwhile, over at gameboyadvance.com, you can see the full library of GBA titles and read features about how the Game Boy Advance phenonemon is spreading across the planet. Two sites. Lots of news. Check 'em out.

Want to get a jump on the latest, greatest Nintendo websites about to break onto the Internet scene? Stay tuned for more upcoming online developments and be among the first at the heart of the action.

REPRESENT.

raymanarena.com

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

NINTENDO GAMECUBE

PlayStation 2

XBOX

PC CD ROM

Ubi Soft ENTERTAINMENT

www.ubisoft.com

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SPIDER-MAN™

Get caught in a web of superheroic action fit for the silver screen. The Marvel Comics crime-fighter is swinging into theaters in a new movie, and Activision's latest Spidey spectacular recounts the film's biggest thrills while slinging out new adventures aplenty. It's enough comic- book chaos to keep your Spider Sense tingling like crazy.

EVERYONE
E
Violence
CONTENT RATED BY ESRB

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Spider-Man, the movie, © 2002 Columbia Pictures Industries, Inc.
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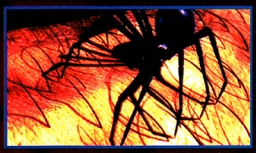
MOVIE MARVEL

Based on the superhero's new Columbia Pictures movie, Spider-Man for GCN pits Spidey against the Green Goblin, Shocker and other Marvel supervillains. Activision's one-player game builds upon the previous Spider-Man adventure for the N64, and developer Treyarch has taken the webbed wonder to new sky-scraping heights with cinematic visuals, combo-based attacks, stealthy game play and nail-biting action.

In the film, Tobey Maguire (left) plays Peter Parker and Spider-Man. The game features original voice-overs from Maguire, which help give the adventure its authentic cinematic feel. Willem Dafoe (who plays the Green Goblin) and Bruce Campbell (who has a cameo in the movie and is best known for starring in the *Evil Dead* films) also recorded original voice-overs for the game.

AND ALONG COMES A SPIDER

Weaving a tangled web similar to the movie's, the game spins a tale that takes players through Spidey's early days as a superhero. The wham-bam action game also goes beyond the film by featuring levels inspired by Spider-Man's rich, comic book back story. With 22 levels, the game retraces the movie's plot while also expanding upon it with extra crime-fighting capers.



The game reveals much of the story through reels upon reels of computer-generated cinema scenes—including the webslinger's origin. The adventure begins when a mutated spider bites Peter Parker. The spider was genetically altered, and the bite endows the high school student with superhuman strength, arachnid abilities and an uncanny awareness of impending danger.

A HERO IS BORN

Initially, Peter views his powers as a novelty, and he uses them to win a wrestling match. When the wrestling promoter cheats Peter out of his prize money, the soon-to-be-hero feels no obligation to stop a thief who had just robbed the fight club. In a cruel twist of fate, the robber murders Peter's uncle, spurring the teen to use his powers responsibly and to fight crime as the amazing Spider-Man.

When tragedy hits home, Peter Parker vows to fight for justice as the webslinging Spider-Man. Activision's game swings into action with all of the superhero's cool moves and abilities from the movie.

WEBSLINGING

As in the Marvel comic books, the movie reveals how resourcefully Peter Parker rigs together a webslinging device (right). In the game, you'll rely on Spider-Man's webs to swing like Tarzan. Swinging around skyscrapers, subway stations and secret hideouts is one of the coolest ways to get around in gaming, and Spidey's quick-firing webs will allow you to soar through the air and travel in any direction. You can swing at almost any altitude, so you'll always feel like you have plenty of freedom.

INTO THE SWING OF THINGS

Swinging across the New York skyline has always played a big part in Spider-Man's adventures, and several levels will send you traveling across the metropolitan rooftops. Your web will seemingly stick to the clouds above, so you won't have to worry about plummeting stories below.

Villains seem to love hanging out on rooftops, and Spidey's webslinging ability will enable him to swing across the cityscape to find the thugs.

COMPLETE FREEDOM OF MOVEMENT

As the webhead pursues criminals and supervillains, he'll scour thick urban jungles crowded with towering buildings. You can swing between the skyscrapers, crawl up the sides of buildings and land on the rooftops. The upper reaches of the city center are open for exploration, and Spidey has unlimited webbing to use as Tarzan vines (webbing used for attacking, on the other hand, is limited).

3-D RADAR

Since you can roam the sprawling city in any direction and at almost any altitude (you're not allowed to swing down to street level in the city stages), the game includes a 3-D radar to point out your next destination. The red disc serves as a compass which points you in the right direction, while the vertical height meter displays the altitude of your next stop.

Flying enemies weave around the skyscrapers and hover above the rooftops, so you'll need to use the 3-D radar to pinpoint their exact location on the x-, y- and z-axes.

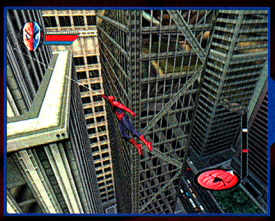
THROUGH THE AIR WITH THE GREATEST OF EASE

Swinging from your web isn't just a slick mode of transportation—it's also a convenient way to close in on enemies or elude pursuers. By swinging around the corner of a building, you can seek shelter from attackers. In midflight, Spidey can do a quick about-face by letting go of his web and firing a new one in the opposite direction. Use the move to make sharp turns or to zigzag out of enemy range.

Spidey can sling out webs in any direction and at varying speeds. It's easy to change your rate and direction of travel on a dime, so you'll feel like you're walking on air.

ZIP-LINE TECHNIQUE

When Spider-Man is stationed on a building or free-falling, the wall-crawling superhero can reel himself into a target using the Zip-Line technique. By launching a web at a surface, Spidey can make a silken Zip-Line that can double as a makeshift grappling hook. As soon as it latches on to a target, the web will pull Spidey to the target. Zip-Lining is the quick and easy way to travel from point A to point B.



MANUAL AIMING

When you sling out a Zip-Line, it will launch in the direction you're facing. You can also target the web manually. Danger tends to pop up every step of the way for your friendly neighborhood Spider-Man, and the manual aim function will enable you to pick the safest path so you won't have to zip into enemies or obstacles.

CAMERA LOCK FEATURE

Spider-Man's enemies are both wily and squirrelly, and Treyarch has included a convenient Camera Lock feature that allows you to keep track of roving foes. When you lock on to an enemy, a set of arrows will point out your target. The arrows will remain visible even if your target hides behind something, so enemies will have trouble giving Spidey the slip.

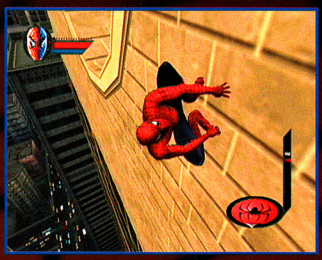
Spider-Man's superpowers make him hyper-aware of his surroundings. With the Camera Lock feature, you'll always know where your enemy is lurking. No matter where your foes try to hide, the Camera Lock's targeting system will point them out.

WALL-CRAWLING

The city's high population of criminals is enough to send any superhero climbing up the walls, and it's a good thing that Spider-Man doesn't have a problem with scaling the occasional building or two. Just like a spider, he can defy gravity and cling to any surface he touches. Spider-Man can scurry up the sides of buildings, crawl on ceilings and stick to walls, which gives the webhead the edge over criminals who are expecting him to waltz through the front door.

STICKY SITUATIONS

Spider-Man is acrobatic and agile, and he can leap from surface to surface without slipping. Enemies who can't fly are stuck patrolling the ground, so they'll have trouble reaching Spidey if he crawls up a wall. You can use just about any surface to your advantage, so climb away from danger if you want to stick around where it's safe.



In the city levels, you can stick to the sides of buildings. Power-ups, such as health and web refills, are often hidden in tricky areas. By crawling around the sides of buildings, you might be able to find some goodies.

Defy gravity by climbing on walls. Spidey can climb up or down just about any surface.

DROPPING IN

One of Spider-Man's new moves is his ability to dangle upside-down from a web attached to the ceiling. The maneuver allows you to drop in on places so you can survey the surroundings or mount a sneak attack.

When Spider-Man's on the ceiling, he can descend from a web. Spidey can lower or raise himself like a yo-yo while he's hanging by a thread.

WEB-ZIP AND STICK

The adventure is filled with goons in vehicles, armed thugs and oncoming subway trains that threaten to flatten Spider-Man. The Zip-Line, Web-Zip, technique usually provides the fastest escape route. After Web-Zipping to safety, Spidey's wall-crawling powers will enable you to cling to the surface you've reached. You can hang around on the wall or ceiling until the coast is clear.

When danger is near, Spider-Man's ESP-like Spider Sense will tingle. If Spidey gets a bad feeling about things, Web-Zip to the ceiling or a wall and stick around on the surface until the danger passes.

STEALTH ATTACKS

There's a big difference between a certified superhero and someone who's simply certifiable and decked out in a spandex suit. Superheroes use cunning and stealth, and Spider-Man for GCN rewards you with a Stealth Bonus for being sneaky. Crawl along ceilings and stick around in shadowy areas to avoid detection. When your prey is in your sights, pounce for a surprise assault.

EVADING DETECTION

In addition to featuring some navigational puzzle elements, such as finding keys and tripping switches, the game requires you to outwit high-tech security systems. Surveillance equipment and alarms will blow Spider-Man's cover, so you'll have to crawl across walls with care.

Avoid motion detectors and other alarms by carefully crawling along walls and ceilings. A normal person wouldn't be able to slip past the game's security systems, but Spidey's wall-crawling abilities give him the edge.

A little webbing will mess up a security system. Spider-Man won't be able to crawl around freely if the alarm systems detect him.

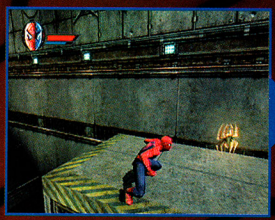
FIGHTING

Spider-Man's archenemy in the movie is the Green Goblin (right). The supervillain poses a major threat in the game, too, so Spider-Man will need to be in top form to keep him and his thugs at bay. With the game's new arsenal of attacks, Spidey will have a fighting chance.

COMBO ATTACKS

Spider-Man features a scoring system, so competitive gamers will have plenty of reasons to replay the game. Players will also want to investigate every nook and cranny, since some conceal the secret to using a special combo attack. Normally, Spider-Man fights with kicks and punches. Beyond his regular (albeit fancy) martial arts maneuvers, you can unlock up to 28 special combo attacks. The special moves, which include flashy attacks such as the Tackle, Gravity Slam, Field Goal, Haymaker and Dive Kick, inflict more damage than normal attacks. Combo attacks will also stun your victims temporarily.

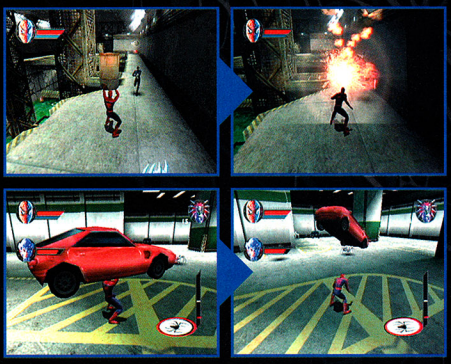
You can activate most combos by using a sequence of three button taps. With precise timing, you can unleash advanced web attacks and assaults, such as the Handspring and other devastating maneuvers.



The game features 28 combo moves. Before you can learn one of the powerful attacks, you must first unlock it by finding a golden spider token. The button and Control Pad sequence will appear as soon as you find a token. Hidden bonuses and power-ups are scattered throughout the large levels, so it pays to search every corner of the game.

THE BIG HEAVE-HO

Like a spider, Spider-Man can lift several times his own body weight. When you're outnumbered or want to attack faraway enemies, you can use Spidey's superhuman strength to get the job done. Every level is littered with objects, including cars, tires, fire extinguishers and boom boxes, and Spider-Man can heave them over his head and toss them into enemies. Spidey can also kick objects into villains. Almost everywhere you go, you'll find goodies you can interact with and use as weapons.

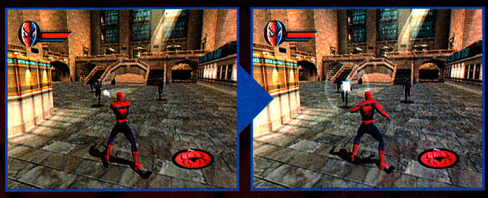


IT TAKES TWO TO TANGLE

Spider-Man's web isn't just for swinging around. You can shoot webs at enemies to rope them like a steer. When you've lassoed a villain, Spider-Man can give the web a tug to pull his victim closer. You can also twirl your enemy around like a tetherball and swat away any other villains in the vicinity.

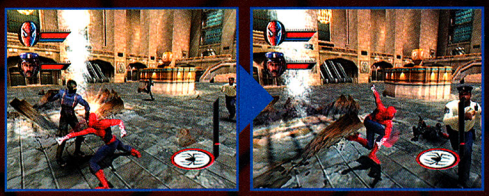
WEB ATTACKS

For a projectile attack, fire Spider-Man's webbing. When it hits enemies, it will bind their hands so they won't be able to shoot or punch you. Before they can break free from their silky shackles, make your move. Use web attacks often to avoid getting double-teamed by thugs. Most attackers are smart enough to know they'll need backup when battling the webhead.



WEB GLOVES

Spider-Man's webbing is superstrong, and he can wrap his fists in it to pack an extra wallop. While the N64 game featured the maneuver, the all-new GCN adventure boasts two versions of the attack—the Web Glove and the Advanced Web Glove assaults. Both attacks hit with wrecking-ball force, but they also drain your web supply. Keep track of your webbing or you won't be able to deal the special blows.



WEB DOME

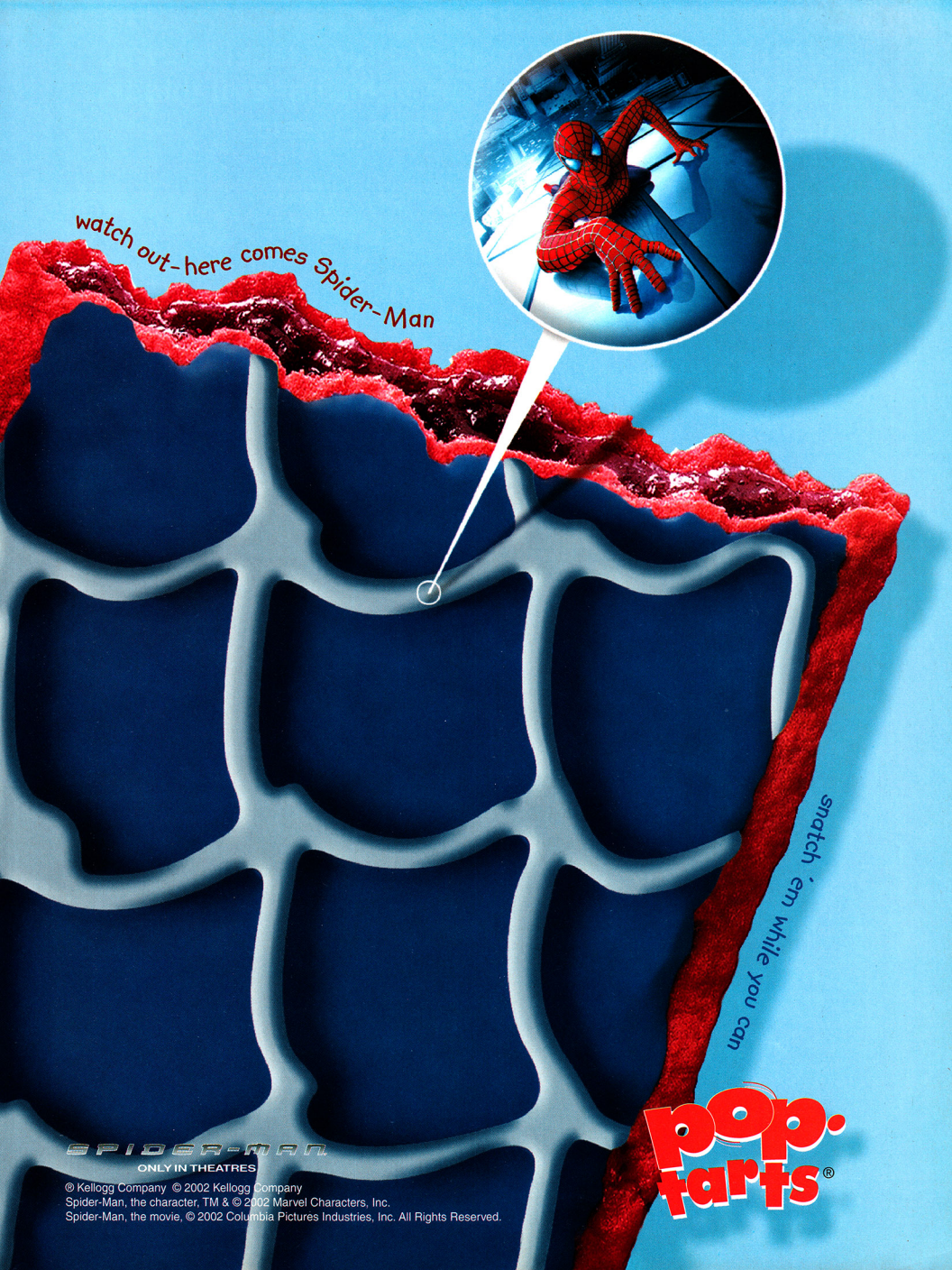
When Spidey's surrounded, weave together the Web Dome. The cool move shelters Spider-Man in a bubble of protective webbing, which he can burst open to bowl over nearby enemies.

SUPERVILLAINS

While the Green Goblin is the villain of the movie, Activision's game throws other classic comic book foes at Spider-Man to ramp up the action quotient. In addition to the Green Goblin and his cronies, Spidey will embark on adventures that lead him to the Vulture, Shocker and Scorpion.

ARACHNOPHILIA

Spider-Man starring Tobey Maguire and Kirsten Dunst (below) opens in theaters in May, and the movie-inspired game will swing into stores at the same time. Whether you're into the movie or the comic books or you simply like games loaded with fast-paced fighting action, Activision's adrenaline rush promises the thrills you're after. In next month's issue, you'll learn just what it takes to be a hero and save the day when NP slings out detailed strategies for Spider-Man on GCN.



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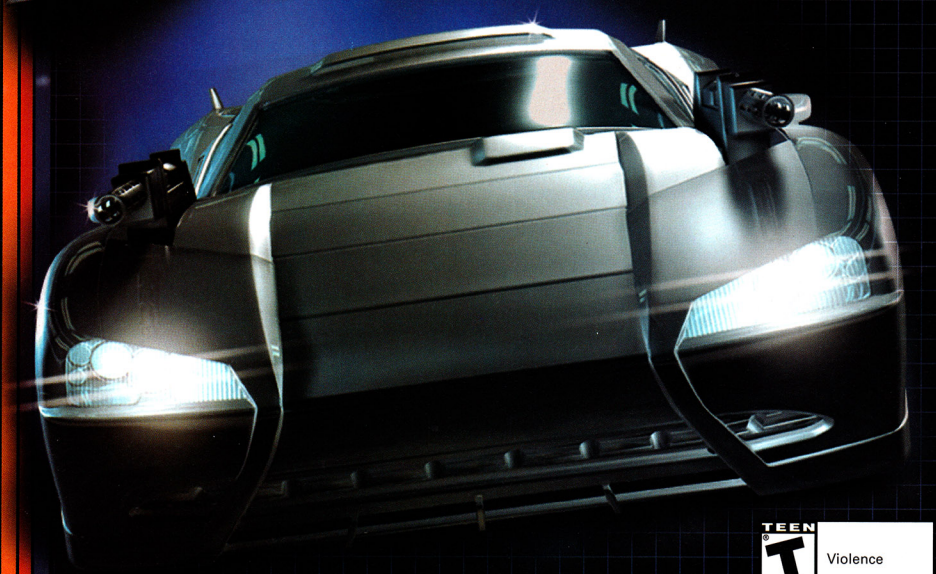
Steel your nerves for road-and-river rage! Midway packs cool gadgets and true vehicular evil into its next gen retooling of the arcade classic.

Live and Let Drive

The arcade classic was simply addictive, but Midway's next gen overhaul appeals to your need for speed in a whole new way. In Spy-Hunter for GCN, you'll face NOSTRA, an evil empire, and highways that will put your state-of-the-art spycar to the test. Good spies know that no one lives forever, but you will if you keep our strategy-crammed maps in hand.

SPYHUNTER®



SpyHunter ©1984, 2002 Midway Amusement Games, LLC

TEEN T CONTENT RATED BY ESRB

Violence

Test Track License

The Interceptor's stripped down to basics for your trial run around the Texas track. You'll have only a machine gun, an oil-slick sprayer and a tracker-placement gun. Of all the objectives, slapping three global-positioning trackers on target boats is hardest. You'll need to blaze through the river—quickly placing the first two trackers—to reach the third boat target before it escapes into its concrete shelter.

PRIMARY OBJECTIVES
Shoot All Targets (9)
SECONDARY OBJECTIVES
Navigate All Slalom Gates (27)
Avoid Barrel Obstacles
Activate All Satcoms (4)
Place Trackers on Boat Targets (3)
Clear 50 Meters on Turbo Jump
Minimize Civilian Casualties

Dragon Strike

PRIMARY OBJECTIVES
Destroy "Dragonfly" Helicopter
SECONDARY OBJECTIVES
Destroy Transport Trucks (5)
Activate All Satcoms (4)
Minimize Civilian Casualties

Your first real mission takes you to Frankfurt, Germany, where you'll need to blow up a new NOSTRA helicopter and five transport trucks. Good thing you'll be equipped with unguided missiles. Conserve your limited ammo. The real challenge of the level is collecting all of the Satcoms—you'll need to veer off the highway twice to find two.

Satcoms Detour

To collect the second Satcom, swerve left onto the side road after exiting the first town center. You'll come to a boarded-up house. Crash through it to reach the elevated Satcom.

Unguided Fury

Your missiles won't have lock-on luxury until later in the game, but that doesn't mean you can't easily take down the helicopter. Steer straight at it and fire off one or two missiles.

Route Canal

PRIMARY OBJECTIVES
Destroy Satellite Trucks (5)
SECONDARY OBJECTIVES
Place Trackers on Cargo Ships (3)
Activate All Satcoms (4)
Minimize Civilian Casualties

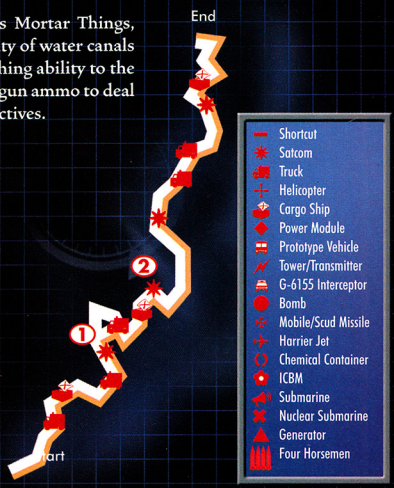
From gun-toting gondoliers to the amphibious Mortar Things, NOSTRA forces have infested Venice, where plenty of water canals and narrow roads push your Interceptor's morphing ability to the limit. Fortunately, you'll have twice the machine-gun ammo to deal with the annoyances while completing your objectives.

Backstreet Bash

To locate the second satellite truck that you must blow up, plow through the cafe table area and race down the side street. Eradicate the truck with an unguided missile.

Turbo Toll Bridge

The second Satcom is perched atop a bridge. Blow up the crate in the river's middle to reveal a ramp, then expend a full hit of turbo juice to zoom up the ramp and reach the Satcom.



Swamp Venom NP

For the Florida Keys mission, your vehicle will get the guided missile upgrade, a needed match for the guard towers. Take them out from a distance to avoid getting peppered from on high. NOSTRA is using the swamps as a toxic dump, and your main objective is to blast combine control towers—save your remaining missiles for them.

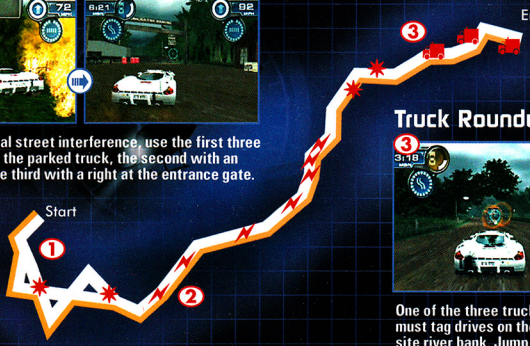
PRIMARY OBJECTIVES
Destroy Combine Control Towers (7)
SECONDARY OBJECTIVES
Activate All Satcoms (4)
Place Trackers on Transport Trucks (3)
Minimize Civilian Casualties

Bypass Traffic via the Bayous

To collect the first two Satcoms with minimal street interference, use the first three river detours: Find the first by turning left at the parked truck, the second with an immediate left after the first Satcom and the third with a right at the entrance gate.

Take Control

To strike each of the combine control towers, lock on with your missile targeting then fire before you get too close.



Truck Roundup

One of the three trucks you must tag drives on the opposite river bank. Jump to the other side using a dock as a makeshift ramp.

Double Vision

In the French Riviera, your mission will take you through a river valley, where you must destroy a stolen Interceptor while completing other objectives. Target and shoot it with a single missile. It'll race ahead if hit. Turbo after it for another chance to strike.

PRIMARY OBJECTIVES
Destroy Stolen G-6155 Interceptor
SECONDARY OBJECTIVES
Activate All Satcoms (4)
Destroy All Communication Towers (5)
Minimize Civilian Casualties

One Good Turn . . .

After exiting the concrete tunnel, steer left into a bush to discover a small path that leads to a hidden communication tower. Turbo off the dead end to reach the far road.

. . . Deserves Another

A second hidden path is covered by more foliage farther down the main road—where the stone fence begins. Turn left into the tree to discover both a communications tower and a Satcom.

Splashy Side Trip

When you see a laser beam spanning the river ahead, turn into the tunnel to the right. You'll avoid activating the upcoming minefield and discover the fourth Satcom.

Columbian Extract

PRIMARY OBJECTIVES
Escort IES Cargo Truck to Safety
SECONDARY OBJECTIVES
Destroy All Prototype Vehicles (3)
Activate All Satcoms (4)
Minimize Civilian Casualties

NOSTRA is transporting anti-Interceptors through the Panama Canal, and you've got to destroy the contraband cars, among other objectives. First, you must ensure that your agency's truck reaches a safe point at the first ship. Forget escorting—race ahead, blowing up all vehicles and towers you see. That truck will reach safety without your hand-holding.

Turbo's Your Ticket Aboard

Find the first Satcom on the first cargo ship docked in the river. A ramp on the side of the road provides a path onto the ship. Angle your approach to the ramp and use a full turbo charge just before you hit the incline to leap the vast distance.

Crash Course

The anti-Interceptors are parked on ships. Blast rudders to gain entry, then race inside to do damage. The third car will run, but it's an easy catch.

IES Testing Facility

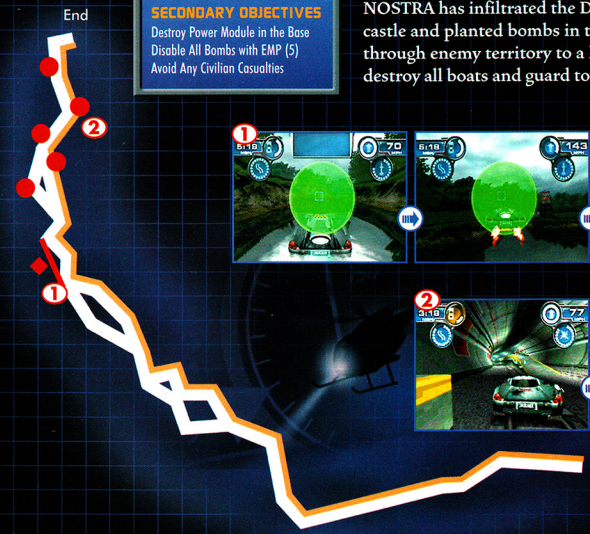
You're summoned back to Texas for a test-course intro to your new vehicle, the Type II Interceptor. It's equipped with the electromagnetic pulse (EMP) gun, which fries electrical systems. The trickiest task is to jump barrel barriers without touching them. Hit the first ramp at full speed. Use a little turbo on the second, saving lots of turbo for the third ramp.

PRIMARY OBJECTIVES
Shoot All Targets (9)
SECONDARY OBJECTIVES
Navigate All Slalom Gates (27)
Avoid Barrel Obstacles
Disable All EMP Targets (3)
Navigate through Lasers
Clear 75M on Turbo Jump
Avoid Any Civilian Casualties

Escort Service

PRIMARY OBJECTIVES
Escort IES Agents to Safety
SECONDARY OBJECTIVES
Destroy Power Module in the Base
Disable All Bombs with EMP (5)
Avoid Any Civilian Casualties

NOSTRA has infiltrated the Dover, England, area, established a secret base in a river castle and planted bombs in the Chunnel. Your first task is to escort an agency boat through enemy territory to a helicopter positioned to carry it away. Race ahead and destroy all boats and guard towers. Then you'll be free to pursue other objectives.



Base Breach

An invisible laser protects the base. If you trip it, the base gate will shut. Use your scanner to see the laser, then use the nearby ramp to jump it. Enter the base then destroy the module.

Save the Chunnel

Don't destroy the five Chunnel bombs. Fry their systems with a blast from your new EMP gun. In the right-hand tunnel, use the ramps and train tops to reach the bomb on the ledge.

German Blitz

At the start of the mission, your agency will dump you in a Frankfurt warehouse—without your Interceptor. For your primary objective, you must escape the building in 50 seconds while driving an economy car. If you escape, you'll get your Interceptor back, a vehicle trade-in that's needed for your harder secondary objectives.

PRIMARY OBJECTIVES
Escape NOSTRA Warehouse
SECONDARY OBJECTIVES
Scan and Destroy Transport Trucks (3)
Destroy All Communication Towers (3)
Disable All Bombs with EMP (3)
Avoid Any Civilian Casualties

Economy of Movement

Your economy car's bad acceleration and turning hinder progress, so crash through wooden crates to find shortcuts. Avoid the immobile steel ones.

Bad Frankfurters

NOSTRA is using some Wiener Wagon trucks for nefarious purposes. But they're not using all of them—so use your scanner to ascertain whether a truck has questionable contents before blowing it up with a missile.

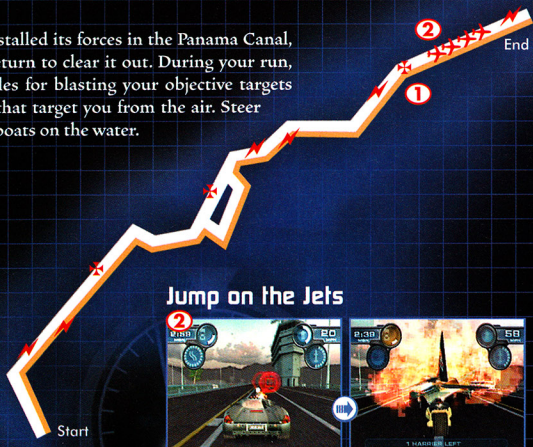
Make a Pit Stop

The first bomb is hidden in the town subway, and you'll need to blast through a wall to locate it. The second bomb, though in a wide-open space, can be trickier to find. The station is easy to miss, so take the right-hand highway exit to find it.

Terrorist Lock Down

PRIMARY OBJECTIVES
Destroy All Mobile Missiles (3)
SECONDARY OBJECTIVES
Destroy All Communication Towers (6)
Destroy All Stolen Harriers (4)
Avoid Any Civilian Casualties

NOSTRA has reinstalled its forces in the Panama Canal, so you've got to return to clear it out. During your run, save guided missiles for blasting your objective targets and any enemies that target you from the air. Steer clear of NOSTRA boats on the water.



Countdown to Disaster

If you pass near a mobile missile, you'll have a few seconds before it launches. The third is the trickiest to find. Destroy the crane to cause its crate to fall into the water, then ride up the crate to reach the missile area.

Jump on the Jets

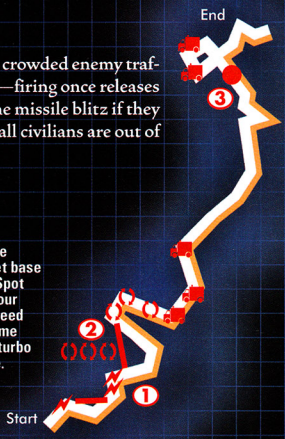
If you've blown up the crane, used its crate as a ramp and driven through the mobile missile area, keep driving straight ahead to find the adjacent harrier jet pad. Target all four with your missiles and destroy them.

PRIMARY OBJECTIVES
Disable Bomb at Race with EMP

SECONDARY OBJECTIVES
Avoid Lasers and Penetrate Secret Base
Destroy All Chemical Containers (6)
Destroy All Communication Towers (3)
Destroy All Transport Trucks (5)
Avoid Any Civilian Casualties

French Kiss

For your next mission, you must complete many objectives amid crowded enemy traffic on water and land. You'll be equipped with swarmer missiles—firing once releases a salvo of guided missiles. It's easy for civilians to get caught in the missile blitz if they stand between you and your locked-on target, so don't fire until all civilians are out of the path.



Beat the Laser Show

In the river valley, invisible lasers will shut the secret base doors if you touch them. Spot where they all are with your scanner. You'll need to speed off ramps to leap over some lasers, sometimes using turbo boosts to go the distance.

Chemical Race

Once you penetrate the secret base, you'll find one batch of chemicals inside—a sitting duck for a missile. Race through the base and return to the river. There you'll find several boats speeding away with the rest of the chemicals. Pursue and destroy them.

Bomb Threat

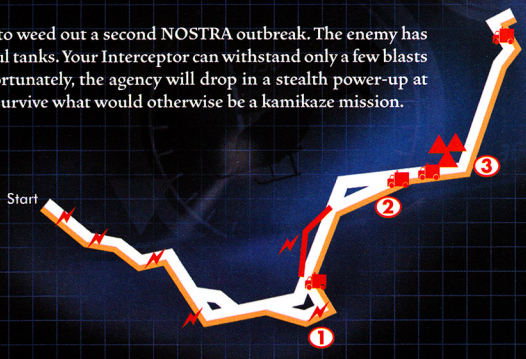
The time bomb has been planted at the far end of the race track. Speed through the friendly competition—don't fire at anyone—to reach the bomb before it blows.

PRIMARY OBJECTIVES
Disable Generators in the Base (3)

SECONDARY OBJECTIVES
Scan and Destroy Loaded Trucks (4)
Destroy All NOSTRA Transmitters (6)
Avoid Any Civilian Casualties

Locked Keys

You return to the Florida Keys to weed out a second NOSTRA outbreak. The enemy has set up a base filled with powerful tanks. Your Interceptor can withstand only a few blasts from their powerful turrets. Fortunately, the agency will drop in a stealth power-up at just the right time to help you survive what would otherwise be a kamikaze mission.



Electromagnetic Meltdown

While some transmitters are easily found, two are located along ruined highway bridges surrounded by an EMP minefield. Avoid the EMP bursts or suffer huge auto body breakdown.

Invisibility Detail Work

After you recharge at the weapons van, stick to the right-hand highway to reach the helicopter that dangles a stealth power-up that's critical to collect. The power-up gives you 44 seconds of invisibility. Use your turbo to speed to the secret base.

Before You Reappear

You'll burn off most of your stealth while racing to the base. Once there, use your last stealth seconds to destroy tanks. You'll have fewer enemies firing at you while you're shooting generators with EMP bursts.

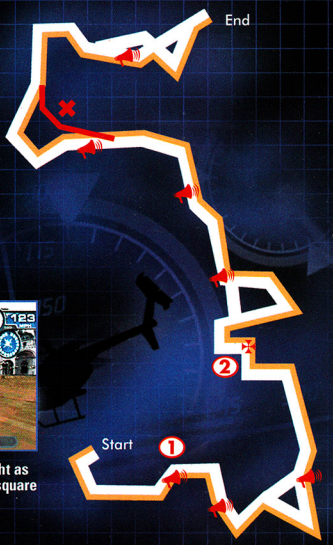
Venetian Blind

One last return trip: Your mission will take you to Venice, where NOSTRA has hidden an ICBM and nuclear submarine. While attempting to find and shut them both down, you'll need to destroy scout subs. Stealth power-ups make the job easy, but you must move quickly to complete all objectives within a tight five-minute time limit.

PRIMARY OBJECTIVES
Locate and Disable Hidden Rocket
SECONDARY OBJECTIVES
Destroy All Scout Subs (7)
Disable Nuclear Sub with EMP
Avoid Any Civilian Casualties

Sink Subs with a Stealth Approach

A scout sub will remain underwater if you're in the area. Fake it into thinking you're MIA by picking up a stealth power-up. Fire a missile at it quickly before your stealth seconds are over.



Can't See the ICBM?

To expose the missile, destroy the truck parked to your right as you enter the main square. A countdown will begin as the square tower cracks open. Fire your EMP at the tower to stop it.

Eye of the Storm

Your final make-or-break mission will take you to Jordan, where NOSTRA is about to unleash major weapons of destruction against the world. Secrets, shortcuts and switches—you'll need to find them all to complete your objectives and save the world.

PRIMARY OBJECTIVES
Disable "Four Horsemen" with EMP (4)
SECONDARY OBJECTIVES
Destroy All Scud Missiles (4)
Disable Electronics in Outpost with EMP
Avoid Any Civilian Casualties

Into the Outpost

The door to the outpost will be closed unless you approach in stealth mode. To reach the power-up, crash through the stone wall and rendezvous with the helicopter.

For Master Spies Only

SpyHunter's three multiplayer modes and unlockable features mean that there's even more fun under the hood of this covert racing game. Completing missions within a strict time limit reveals more secret stuff, so practiced spies can have an undercover blast!

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Game Developers Conference

Nintendo Power rubbed elbows with video game luminaries to discover the secrets of development.

Searching for Alexey Pajitnov

Programmers, artists and game designers gathered in San Jose, California, for a week of seminars, parties and games at the 16th annual Game Developers Conference (GDC) in late March. The event, organized by the International Game Developers Association, was an exchange of information, technology and stories about searching for the next big idea. Even the legendary creator of Tetris was there to find out what fellow developers had to say.

Making Better Games

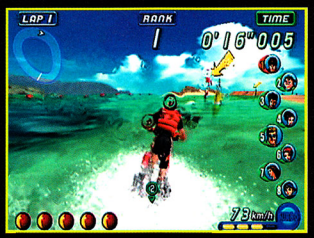
Tech Talk

More than 100 seminars, sometimes as many as a dozen at a time, kept the thousands of GDC attendees talking about the many aspects of game development. Seminars ranged from practical discussions of current issues and their solutions to philosophical discussions about the meaning of games and their place in pop culture.

GCN Rules

On the practical side, representatives from Nintendo of America gave talks on GCN hardware and programming. Software Engineer Dante Treglia discussed the programmer-friendly GCN development tools that give developers more time to produce games with interesting content and polish. He also mentioned several games that make use of the system's incredible computing capabilities: Pikmin for its realistic textures and massive army of creatures, Madden NFL 2002 for its depth of field, Wave Race: Blue Storm for its water effects and *Star Wars* Rogue Squadron II: Rogue Leader for its special effects and the amazing number of polygons that it displays at one time.

A nominee for the game design category at the Game Developers Choice Awards, Pikmin was noted for its many creatures.



NOA engineers showed off Wave Race: Blue Storm's water effects as an example of the GCN's incredible capabilities.

GDC, The Next Generation

Video game futurist David Braben discussed the future of story-based interactive entertainment in his GDC seminar. Braben said that in the not-too-distant-future, noninteractive storytelling elements like prerecorded dialogue and cut scenes might be a thing of the past. Instead, games will generate speech on the fly.

Braben praised the Legend of Zelda games for having rich stories that contribute to the game play experience and noted that the series creators took a cinematic approach to development.

In a discussion about game design rules, veteran LucasArts game designer Hal Barwood also made reference to a popular Nintendo series. He discussed the ways that Super Mario 64 communicated short-term goals, from a sign that says "Save the Princess" to the more subtle lines of coins that lead the player to important locations. Clearly, Nintendo games have made their mark with the masters of game design.

Success Stories

What makes a good game tick? How do you translate a fun idea into a successful title? Several GDC speakers addressed the subject of their success and passed on pointers to eager developers in attendance.

Super Monkey Ball

In his keynote speech on level design, Sega's Toshihiro Nagoshi, the creator of Daytona USA, Virtua Striker and Super Monkey Ball, discussed the integration of elements, such as interface and background, in successful games. His advice to developers was to identify key game elements and to explore what makes them interesting. He also said that good ideas come quickly. If you can see that an idea will work in a very short amount of time, you will have a better chance of getting your collaborators and audience to buy into the idea.

The concept of Super Monkey Ball started with Nagoshi's desire to put the player in control of a ball in an unstable environment and to create tension with the possibility of the ball rolling off the edge. Nagoshi's team fleshed out the concept, added rules and defined the elements that would make the game fun. The monkey was added later to give character to the player-controlled object—to express happiness with success or sadness with failure.

Nagoshi suggested that the design and arrangement of objects in the game world could communicate important information to the player, saying that the most effective games are ones in which the player needs to look at only the background while playing, while relying on instinct to figure out the actions that he or she must take. If, for example, a driving game designer places trees close together before every tight turn, the player would prepare for a turn instinctively at the sight of a tree cluster. While he mentioned that it is important to make such clues in the environment subtle, his rule is that a little too much is usually just right.

Which came first: the monkey or the ball? Nagoshi explained that the inspiration for SMB was the ball. The monkey came later.

SSX Tricky

Sinisa Karolic, a senior level designer at Electronic Arts, discussed the making of SSX and SSX Tricky. He described the games as "fast-paced racing experiences on tracks of massive scale," and noted that the goal of SSX development was to make players forget that they were playing a game.

The twin falls of the Mesablanca track in SSX Tricky are meant to distract players from the dangers of the swaying suspension bridge.

A desire to balance the racing aspect of the game with big tricks led to the development of an adrenaline meter that builds when the player performs tricks and can be used for bursts of speed. The developers also wanted to mix tension-building, curve- and jump-packed track sections with easier-to-navigate straight sections that provide a breather before the next big challenge. To keep the game entertaining in the straightaways, the artists created interesting pieces of scenery that hold the player's attention. Those concepts collide in some areas, such as in SSX Tricky's Mesablanca course, where two huge waterfalls flank a swaying suspension bridge. Karolic discovered that the waterfalls take the player's attention off the bridge and increase the likelihood of a disastrous fall.

CONFERENCE CRAWL

Between seminars, conference attendees visited the GDC Exhibit Hall to discover the latest commercially available innovations in hardware and software that support the game development industry. Among the exhibitors were ATI, the company that developed the Nintendo GameCube graphics processor, and CodeWarrior, a creator of compiling tools that support Nintendo GameCube and Game Boy Advance development. Also in attendance were several companies that produce 3-D art packages, such as Maya, motion-capture systems, massively multiplayer game engines and a wide variety of other support services and tools.

3Q inc. provides photobooth-like stations that can create 3-D "clones" for application in online games, among other things.

Exhibitors competed for the attention of GDC attendees with flash, dazzle and ATVs.

Graphics support software developer nVidia held an art contest every 20 minutes and awarded software packages to the winners.

Cel Damage

Even though Cel Damage is a cartoon-like vehicle battle game, David Wu, from Cel Damage development company Pseudo Interactive, told an audience of game programmers that he believed the game's realistic physics

Realistic physics support the cartoonish action of Pseudo Interactive's Cel Damage, making the game fast and fun.

played a large part in its success. Wu considers the development of physics—a focus on how objects move and react in collisions with other objects—to be largely uncharted territory in game development. "Physics are the next frontier," he said. "In the future, they will be as important to game developers as 3-D rendering." Wu said that the development of believable physics in a game like Cel Damage boiled down to giving the player a sense of control over his or her vehicle. If the vehicle behaves as expected when the player operates the controls—braking, accelerating, turning and jumping over chasms—the experience of playing the game will be fun and rewarding.

A Foot in the Door

In a discussion titled "A Beginner's Guide: The Building of an Industry Professional," programmer Dave Weinstein, from Red Storm Entertainment, and artist/level designer John Feil, from LucasArts, talked about the plight of the "newbie." They both underlined the importance of education. Weinstein said that while several schools offer a game development curriculum, the subject of one's education is not always as important as the fact that he or she was able to complete a degree—"it rounds you out as a person and shows that you can finish what you started."

Feil said that potential artists in the industry should know their way around 3D Studio Max or Maya, while Weinstein advised that game programmers should enter the industry with a knowledge of programming language C++. Their advice for those who want to become game producers was to start as testers then work up from within a company. "Take whatever job a company offers you," says Weinstein, "then show them how great you are once you are inside the company."

Many game developers-in-waiting create demo programs to show potential employers. Weinstein stressed that demos should be finished products, "fun and done, basically." They both said that if demonstrations showed the collaborative work of several people, the applicant should give credit where credit is due.

Fun on the Fringe

New this year at the GDC was the Experimental Gameplay Workshop, a three-hour presentation of projects and game ideas that defy categorization. The projects included workshop coordinator Jon Blow's Air Guitar, which uses a web cam as its input device, and gameLab's Arcadia—a game that looks like a video game version of the film *Timecode*. "It's made up of faux Atari 2600 games," says Arcadia designer Eric Zimmerman. "They're not actual 2600 games, but similar in style—and you play four of them at once." Arcadia displays a different game in each of the screen's corners. The player must monitor the action in all four games and use the mouse to point, click and play the games simultaneously. Still in development, Arcadia currently features a collection of six randomly selected games, such as Electronic Tennis and a side-scroller called Jumpy McJump. Zimmerman hopes to have a total of 10 games in the title by the time development is complete.

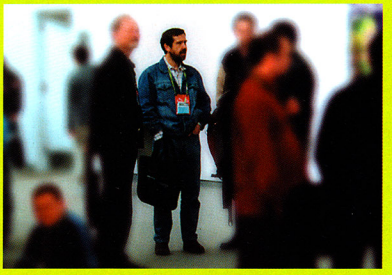
Experimental Gaming Workshop entry Arcadia challenges players to play four games at one time.

LIFE AT THE GDC

What do you get when you put thousands of programmers and artists in one place? Nintendo Power investigates.

GDC attendees formed teams for a large-scale Risk-style game that took several days to play.

Inflatable furniture and computers were provided to let those in attendance keep track of the outside world.



Alexey Pajitnov, of Tetris fame, was one of many stars of video game development on hand to discuss big ideas with his peers.

Independents Day

Gamers Make Good

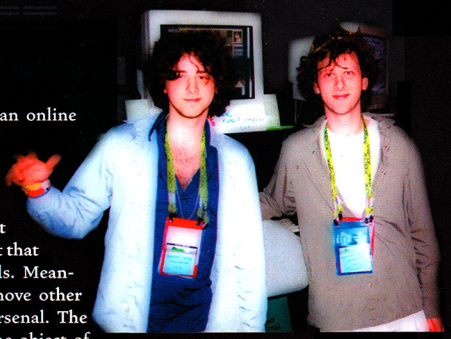
In the middle of the GDC exhibit floor, the 4th Annual Independent Games Festival (IGF) showcased 10 finalists who competed for a $15,000 prize and earned industry recognition, along with 10 student projects. Many independent game developers work in small teams, on shoestring budgets, developing games for the sheer fun of it. The projects in this year's festival ranged from variations on popular board games to a Doom-inspired game with pencil-drawn doodles for enemies.

Insaniquarium

The flyer for Flying Bear Entertainment's Insaniquarium says "Feed Fish! Fight Aliens!" That, in a nutshell, is the Insaniquarium experience. The object of the IGF game design award winner is to cultivate an aquarium full of fish by feeding them and collecting coins as they drop into the water. With your newfound funds, you can buy more fish and weapons that will help you defend the aquarium from the occasional big, purple alien attacker. Flying Bear Founder George Fan's creation can be found at www.freshpulp.com/fishtank.

Kung Fu Chess

Brothers Joshua and Dan Goldstein of Shizmoo Games used their experience as game networking programmers to create Kung Fu Chess, an online variation of chess that allows players to move as many pieces as they like without taking turns. After a piece is put into place, it must rest at that spot for several seconds. Meanwhile, the player can move other pieces in his or her arsenal. The object is the same as the object of the classic game: Capture the other side's King. Two to four players can participate. So, where does the Kung Fu element come in? Says Joshua, "You can dodge and block incoming attacks then counterstrike with many pieces at once. Our first tester said, 'This is like Martial Art Chess.' We decided that Kung Fu Chess is a much catchier title and it makes a little more sense." The game also makes Kung Fu movie-style sound effects when the pieces attack each other. Kung Fu Chess won the audience award at the IGF. You can give it a try at www.kungfuchess.com.

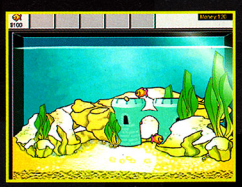


Kung Fu Chess developers Joshua and Dan Goldstein were audience favorites at the IGF.

Kung Fu Chess is a high-energy variation of a classic game, complete with Kung Fu SFX.

Banja Taiyo

The IGF winner for artistic achievement is an island-themed adventure from French development company Team cHmAn. Banja Taiyo takes you to the colorful world of Itland, where you can interact with the locals, manipulate objects and read books for clues. The story of the game, which unfolds in several downloadable chapters, centers around a mystical object called the Stone FumFum. While the story is intriguing, the most compelling features of the game are the cartoonish art style, the playful atmosphere and the fun cut scenes. You can check it out at www.banja.com. The GDC website, at www.gdconf.com, has links to more IGF games.



Insaniquarium challenges players to feed fish, collect cash and fend off alien attackers.

Colorful Banja Taiyo is an episodic adventure with a fun and playful graphic style.

Pencil Whipped, from Chiselbrain Software, takes the first-person shooter to new extremes.

A Common Goal

There are as many ways to approach game development as there are game developers. The Game Developers Conference allows the creators of interactive entertainment to convene, share secrets and discuss the qualities of a successful project. In the end, everyone has the same goal: to make compelling games, entertain players and have fun doing it. Conference attendees will take their lessons learned and apply them to the next wave of great games.

RAYMAN ARENA

Ubi Soft's limbless hero will soon strong-arm the competition in a two-in-one game that has the legs to go the distance.

Returning Champ

Rayman made his huge Nintendo debut in the acclaimed platformer Rayman 2: The Great Escape for the N64. He's been a devoted presence ever since on both Game Boy Color and Game Boy Advance. Now Rayman takes a break from platformers in Rayman Arena, a competition game that's fun for a single player but should be all the rage as a multiplayer title. It's headed to all next gen consoles—but with some amazing features that will be totally exclusive to Nintendo GameCube!

C-NOTE

FEATURES//:Brand New:Tri-moly left-side drive ready frame w/chromoly fork, FSA "Pig" headset, SST "Oryg" detangler, 4-piece Street bars, 180mm 3-pc. chromoly Proline cranks, chrome KMC chain, 48spoke /14mm axle Alex wheels, Redline "Freaky-V" tires, & 2 pr.pegs.

HOW FAR DO YOU WANT TO TAKE IT?

5-SPOT

FEATURES//:Brand New:Tri-moly leftside drive ready frame w/chromoly fork, SST "Oryg" detangler, 4-piece Street bars, front & rear U-brakes, chrome heavy duty KMC chain, 48spoke/14mm axle Alex wheels, Redline "Freaky-V" tires, & 2 pr.pegs.

PETTY CASH

FEATURES//: Brand New: HiTen/Chromoly frame w/chromoly fork, SST "Oryg" detangler, Blvd. bars w/flangeless grips, U-brakes, 48spoke /14mm axle Alex wheels, Redline "Freaky-V" tires, and 2 pr. pegs.

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CLASSIFIED INFORMATION

CODES THAT WORK. STRATEGIES THAT HELP. INFORMATION THAT YOU CAN USE.

SSX TRICKY
GRIND AND GO—PAGE 54

The Only Official Source goes to the source this issue. Not only do we have a load of codes for NBA Courtside 2002, straight from the in-house producers at Nintendo, but we also have favorite shortcuts from EA's SSX Tricky team and an accelerated Pikmin schedule from our on-staff expert.

BATMAN VENGEANCE GCN
DRIVEN GBA
EXTREME G 3 GCN
JURASSIC PARK III: PARK BUILDER GBA
LUIGI'S MANSION GCN
MADDEN NFL 2002 GBA
NBA COURTSIDE 2002 GCN
PIKMIN GCN
SEGA SOCCER SLAM GCN
SONIC ADVANCE GBA
SPYRO: SEASON OF ICE GBA
SSX TRICKY GCN

NBA COURTSIDE 2002 GCN

BASKETBALL ANATOMY — CODES

CHANGE THE SIZE OF THE COURTSIDE PROS, OR JUST THE SIZE OF THEIR HEADS, WITH A COLLECTION OF PLAYER-DISTORTING CODES.

While NBA Courtside 2002 is known for its realism, the game has a wacky side, too. Several cheats change the sizes of the players and their parts. One cheat even changes their free throw delivery. Open the Skills Mode window, where the Three Point Contest and Practice appear as options. Then press and hold the X and Y Buttons while you press Up on the Control Stick and Down on the C Stick at the same time. The Controller Stress Test will appear as a new option. Select the new option and press the A Button. You'll go to a nearly blank blue screen. Use the Control Pad and the X and Y Buttons to enter any of the codes listed below. The crowd will roar and a message will appear on the screen as you enter each code correctly. Once you've entered all of the desired codes, back your way out to the main menu with a few taps of the B Button and enter any play mode to see the results. You can erase any of the codes by entering them again.

STRESS TEST CODE	RESULT
LEFT, RIGHT, LEFT, RIGHT, X, Y, RIGHT	LITTLE GUYS
LEFT, RIGHT, LEFT, RIGHT, X, Y, RIGHT	BIG HEADS
LEFT, RIGHT, LEFT, RIGHT, X, Y, UP	LITTLE HEADS
LEFT, RIGHT, LEFT, RIGHT, X, Y, DOWN	BIG HANDS
LEFT, RIGHT, LEFT, RIGHT, Y, X, RIGHT	INVISIBLE GUYS
LEFT, RIGHT, LEFT, RIGHT, Y,X, DOWN	FREE THROWS

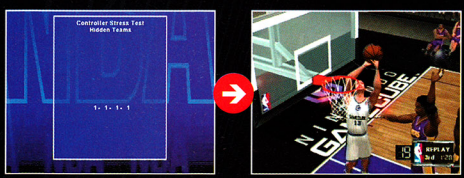
The Invisible Guys code turns your pros into squashed spots.

The Free Throws code adds a variety of new free throw styles.

SECRET SQUADS — CODES

PLAY A PICKUP GAME WITH PRODUCERS, PROGRAMMERS AND ARTISTS BY ENTERING ONE OF TWO HIDDEN TEAM CODES.

While it may not seem fair to put game developers up against pro basketball players in a hoops contest, anything goes in the video game world. You can unlock three hidden teams, each with a full roster of maxed-out players, with your choice of two different codes. If you have already opened the Controller Stress Test option (mentioned in the previous tip), go to that screen and enter the following Control Pad/Button combination: Left, Right, Left, Right, X, X, Right. A Hidden Teams entry will appear on the list of unlocked items. Another way to unlock the option is to open up the Skills Mode window then press Left on the Control Stick and Right on the C Stick at the same time. You'll hear a metallic sound effect as confirmation of a successful entry. Once you have enabled the hidden team mode, choose either Quick Play or Arcade Play and select the participating teams. The names of three new teams will appear in yellow letters under the All-Star team selections. The LFP Codies team is made up mainly of programmers from Left Field Productions, and the LFP Polymen team is made up mainly of artists from Left Field Productions. The members of the Nintendo team are Nintendo staffers who had a hand in developing the game. The teams are equally matched. Hit the court and see if you can school Kobe and Shaq with a handful of keyboard jockeys.



After you unlock the three hidden teams, you can go up against a group of NBA All-Stars with Nintendo's All-Star development team.

EXTREME G 3 — GCN

▼ EXTREME CHEATS — CODES

POWER TO THE GOAL WITH INFINITE SHIELDS AND TURBO ENERGY.

Extreme G 3 racers take turbo boost energy from their shields, which means that the more you rely on turbo power, the smaller your margin for error can be. A single-race code gives you infinite shield power, which translates to unlimited turbo boost strength. Two other codes give you infinite ammunition and twice as much prize money as you would normally earn. On the XGIII title screen, enter one—or all three—of the codes shown below. As the race begins, press and hold the A Button to take off. You'll start at the back of the pack and creep up the ranks steadily. When your onboard computer tells you that systems have been activated, you'll be able to take advantage of your code-enhanced machine. Press and hold the X Button to activate the turbo boost and press the Y Button to fire your weapon. You'll easily make your way to first place and finish ahead of all competitors. Since the codes work for only one race, you must enter them again between races. Save your data on a Nintendo GameCube Memory Card, then reset the system and return to the title screen. Enter the codes again and load your data. You'll be set for another power-packed journey to the front of the pack.

CODE	RESULT
L+R, Z, L+R, Z	INFINITE SHIELDS FOR A SINGLE RACE
L, R, L, R, L+R, Z	INFINITE AMMUNITION FOR A SINGLE RACE
L, R, Z, L, R, Z, L+R	DOUBLE PRIZE MONEY FOR A SINGLE RACE

After you use an L, R and Z Button code on the title screen, a confirmation message will let you know that you have entered the code correctly.

BATMAN VENGEANCE — GCN

▼ RANG RETURNS — CODE

EQUIP YOURSELF WITH AN UNLIMITED BATARANG SUPPLY.

Since Batman has no superhuman abilities, he has to rely on athletic grace and all of those wonderful toys. You'll get a good start in your Batman Vengeance adventure by giving the Dark Knight a full set of Batarangs and Electric Batarangs. Enter the code shown below at the main menu and clean up.

CODE	RESULT
L, R, Y, X	EARN INFINITE BATARANGS OF TWO TYPES

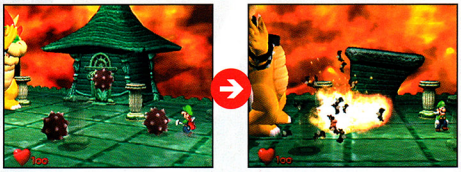
After you enter the Infinite Batarangs code on the main menu screen, your inventory will show 99 'rangs but the supply will never diminish.

LUIGI'S MANSION — GCN

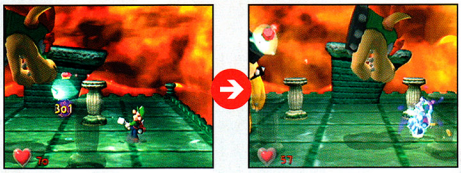
▼ BOWSER AND THE BOO — STRATEGY

DEFEAT KING BOO IN THE GUISE OF BOWSER TO EARN A GOLD FRAME.

In your battle with King Boo, the key to retaining your hit points and earning a gold frame at the end of the fight is to keep your distance. When the big Boo is in his Bowser disguise, stay away from him, but not so far away that he will jump toward you. The first attack that the king will try is a spiked ball toss. Suction in one of the explosive spiked balls and send it back in the king's direction when he tries to consume you with suction. As soon as you let go of the ball, run away from the king to avoid taking damage from the spiked ball explosion. When the ball blows the head off the Bowser disguise, King Boo will float freely for a few moments. Close in on the king and hit him with a dose of Poltergust 3000 power, but stay away from the floating head's ice attacks. King Boo begins with 500 hit points. When he returns to the Bowser disguise at a level of 200 hit points or lower, he will put the Bowser head on backward and wander around the arena in a destructive mood. Stay near the structure in the middle for protection, then move into ball-catching position as soon as the boss puts his head on straight.



Stay out of range of Bowser-disguised King Boo's fire breath, capture a spiked ball and let the Boo boss take it in with suction.



Point the Poltergust nozzle in King Boo's direction and start suctioning. Step away if the floating head gets too close. The ice shots are brutal.

TRASH CAN TIP:

SEGA SOCCER SLAM

▼ PAY PER VIEW

If you want to see the codes printed on the Soccer Shop's concept art but don't want to shell out $500 per piece, earn $500 and save the game, then buy a piece of art and look at the code. Quit the game, then start again and buy more art with the same $500 to see another code.

ROUTE DOWN

DISCOVER THE BEST SHORTCUTS IN SSX TRICKY'S FIRST FOUR COURSES.

Our sources at EA Sports Big have come down from the mountain to give us the scoop on their favorite shortcuts for every course. We'll cover the first four courses this issue and four more next issue. Many of the shortcuts require great balance, so set your rider up for a stable ride and hit the slopes.

GARIBALDI

HIGH GRIND

As soon as the Garibaldi race begins, veer to the right side of the path and aim for the yellow crash bags. When you blast through the space between the first and second bags, you'll enter a carved path that leads to a cable. Hop onto the cable and grind it for as long as it goes, then leap through a tree, back onto the course. You'll earn more than 11,000 points for the trick and top out your adrenaline meter.

Favor the right side of the main path and slip between the first two crash bags. You'll take a dip then reach a cable at the next crest. Grind the cable over a tower, then jump when it ends. You'll dart out ahead of the pack.

WALL CRAWL

A little more than a minute into your run, you'll reach a section where the path splits at a rock wall. There are three crash bags at the base of the wall. Set your sights on the left bag. When you get close, you'll see a cable that is anchored to the ground. Ride the cable up to the side of the wall and keep your balance as you zigzag from wall to wall. At the end of the ride, you'll fly off the edge of a billboard.

When the path splits, favor the left side and hop onto a cable. You'll grind up to the side of the wall and ride all of the way to a billboard. Leap off the edge and aim for the chain-link fence to continue your grind.

TUNNEL TRIP

A little more than a third of the way into the race, the path will split with a blue sign pointing left and a red sign pointing right. Take the offshoot to the left and ride it until the path turns into solid ice. After you pass a tower to the left, veer left and crash through a blue sign, into an icy tunnel.

Go left when the path splits for the second time and follow the path until you hit solid ice. Continue around the next lazy curve, pass a tower to the left and turn left before you reach a fence. You'll crash through to a tunnel.

SNOWDREAM

CROWD PLEASER

You'll get ahead of the game and collect beaucoup points if you know where to grind. When the Snowdream race begins, slide over to the right side of the path and jump up to the top of the chain-link fence before you reach the caution sign. Ride the fence down the slope and keep going when you get to the stands. You'll hit a billboard, drop to another billboard and, finally, drop to a pipe. Ride the pipe until you get to the end. The snowblower at the end will send you into the air.

Go to the right side from the start and hop up to a fence. Grind for a good long distance, past the stands, and drop down to pipe. When you get to the end of the pipe, boost your speed and go for big air.

CABLE HOOKUP

About a minute into your Snowdream slide, you'll see two sets of grandstands on the left side of the main path. Pass the first grandstand, ride the curve and aim for the blue shortcut sign in front of the second grandstand. When you crash through the sign, you'll ride a cable up to a fence, then grind over the front of the stands and, eventually, make your way to the top of a billboard. By the time you drop off the billboard, you'll be ready to perform an Uber Trick.

When you reach the two grandstands on the left side, crash through the glass in front of the second set. You'll grind up a cable, onto a fence, over the front of the stands and onto a billboard.

FENCE LINE SCOOTING

About two-thirds of the way into your run, after a long collection of tabletop jumps, you'll ride a series of four icy curves. After you skid around the last curve to the right, you'll see a rock wall to your left, then a fence. Slide to the left side and get a boost up onto the fence by riding up a cable that is anchored to the ground. You'll hook onto a long grind that will take you all the way to a snowblower. Catch big air off the blower and try to jump to a raised section of the track.

After you ride the last of four icy curves, veer left and ride a cable up to the top of the fence. Keep grinding, then go for a huge jump off the snowblower. You'll head for another area with more shortcuts.

ELYSIUM ALPS

CLIFF CLIMB

You can experience extreme danger from the start of your Elysium Alps run. After the first light jump, you'll see a red shortcut sign down the slope and to the left. Crash through the sign and ride a cable up to the stands. Grind the front of the stands and continue your slide to a billboard, then to a cable that will take you to a path on the edge of a cliff. Get close to the edge and ride the path to a Trick Boost. After the boost, jump for big air. If you catch enough air, you'll reach the next shortcut, already in progress.

Crash through the red sign on the left side of the main path and grind a cable, the stands, a billboard and a cable line to a path that overlooks the main vein. Collect a Trick Boost and pull off a mighty big air move.

FOG LIFTER

About a minute-and-a-half through a fast run, after a long series of curves, you'll approach a group of fog-shrouded table-top jumps and grandstands on the right side of the course. Aim for the grandstands and grind onto a cable that is planted in the snow. You'll go up to the grandstands, grind over to a billboard then grind the front of more grandstands. The grind will end at the opening of the tunnel.

After you fly through a long series of curves, aim for the near corner of the grandstands on the right side of the main path. Hook onto a cable, grind the stands and keep going until you reach the tunnel.

TREE TOPPER

When you come out of the tunnel, veer to the left and railslide a fallen tree. Boost as you railslide, but don't jump off the end of the log. You'll find a series of five logs in a row that will lead to the shortcut over the frozen river. If you can maintain your balance and speed, you'll clear a series of gaps and head for a record-breaking run. Watch for more trees on the way down and railslide when you have the chance.

Immediately after you come out of the tunnel, you'll find a log that you can ride on the left side of the path. Try to railslide a series of logs—and remember to boost as you go. You could be in for a big run.

MESABLANCA

ROCKY START

As you make your way down the starting slope, you'll see a jump that is flanked by caution signs. Veer to the right side of the path and aim for the space between the caution sign on the right and the end of a fence. Jump when you reach the edge of the main path and try to fly over the rocks. If you clear the jagged peak, you'll fall into a steep path that cuts past the course's first set of curves.

Focus on the right side of the path as you approach the first jump, and look for the end of a fence. Crouch, then jump when you reach the path's edge. You'll fly over rocks and into a secluded shortcut.

UNDERGROUND GRIND

You'll reach the first checkpoint about 40 seconds into your run. Favor the left side of the path as you reach the next jump and look for a blue shortcut sign. Crash through the sign and stay left. You'll cross over a snow-covered rock bridge and slide straight into a mining tunnel. When you hit the rail, grind your way through the mine, boost and jump at the big gap. If you manage to make your way through the mine without losing your momentum, you'll fly out of the underground at top speed, with a topped-out adrenaline meter.

After you cross the first checkpoint, veer to the left side of the path and fly off the next jump left of the rail. Then crash through the blue shortcut sign and ride over a natural bridge, into a mine tunnel.

BIG AIR BONUS

Not long after you emerge from the mine or cross over the suspended bridge, you'll reach a big gap that is marked with two caution signs. Veer to the left of the sign on the left and drop into the gap. You'll end up on a narrow icy path. Build up your adrenaline meter and start boosting as you approach the area with grandstands on the left side. Ride straight past the grandstands and leap at the next big gap, aiming for a red shortcut sign at the other side. Crash and go.

Miss the big gap after the mine on purpose and race down an icy path. When you see the grandstands, hit the boost, jump the next gap and crash through the red sign. You'll enter a two-tunnel shortcut.

THE END OF THE ROAD

COMPLETE YOUR COLLECTION OF ROCKET PARTS AND HEAD HOME.

Captain Olimar's journey continues as we pick up where we left off last issue. With all of the parts of the ship that were scattered over the Impact Site, Forest of Hope and Forest Navel accounted for, all that's left to do is finish up at the Distant Spring and take on the challenges of the Final Trial.

DAYS 23 THROUGH 28 — THE DISTANT SPRING

In last issue's Pikmin chronicles, we discussed the collection of the Distant Spring's Repair-Type Bolt, Interstellar Radio, Gluon Drive and Zirconium Rotor. Six parts remain. You should be able to average one part a day easily.

MASSAGE MACHINE

If you've already created a bridge in the vicinity of the Massage Machine, you'll have an easy time retrieving it with any kind of Pikmin. If not, you'll need a big group of blues to do the job. Once the bridge is standing, use an army of 60 blues to deal with the yellow wollywog that guards the peninsula, then walk the part home with 30 Pikmin of any variety.

UV LAMP

The UV Lamp is on top of a high pedestal in a mazelike area, which sounds like a job for yellow Pikmin. First collect at least six bomb-rocks from the beach and use them to destroy the black stone wall near the blue onion. Then take 30 yellows into the maze area and use them to attack the puffy blowhog. With the creature out of the way, toss yellows up the steps of the maze and see to it that at least 10 of them reach the piece.

After you destroy the blocking wall, deflate the puffy blowhog then toss yellow Pikmin up to the highest plateau.

PILOT'S SEAT

Your journey to collect the Pilot's Seat will be very straightforward, especially if you have already destroyed the rock wall on the way to the item. You'll need 30-35 Pikmin to do the job. Snitchbugs, a wollywog and a blowhog sometimes patrol the area. Clear away the creatures, destroy the black gate and collect the seat.

CHRONOS REACTOR

You'll find a yellow candypop bud on a raised island on your way to the Chronos Reactor. Lead at least 20 blue Pikmin to the island and toss them up to dry land. Then use a geyser to launch Captain Olimar up to the island and toss the Pikmin into the candypop bud. Your blues will turn into yellows. Toss the yellows onto the sandy shore, then throw them up to the reactor's high perch. After 20 or more Pikmin pick up the part and bring it down to the beach, call your Pikmin together and toss them into the nearby blue candypop bud. Use the blues to carry the part to your ship.

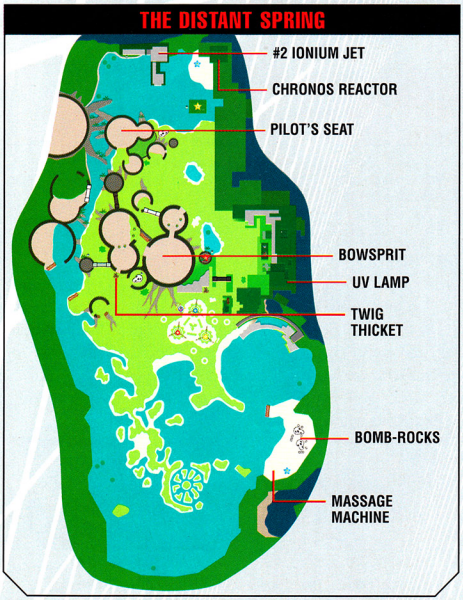
BOWSPRIT

Since there are several obstacles in your path to the Bowsprit, you'll need a full day to collect the item. Start by leading 50 reds to the twig thicket that is called out on the map below. Use at least one Pikmin to uncover the geyser that you'll find buried by the nearby skull and launch Captain Olimar up to the stump where the Pikmin will gather. Use the Pikmin to roll out a log into a ramp and break through a white gate. After you've cleared the way, gather your army and go up against the part-carrying armored cannon beetle on the big stump. When you plug up its airhole with a Pikmin, it will spread its wings and expose its back.

Send an army of reds up a twig to a stump and use them to clear a path. Then use a nearby geyser to launch up and take on the armored cannon beetle.

#2 IONIUM JET

While blue Pikmin don't fly as far as yellow Pikmin, you'll need the blues to reach the water-locked vicinity of the #2 Ionium Jet. Once you're there, toss them up to the lowest ledge then use a geyser to join them. Gather them together, walk them close to the piece and toss them over the gap.



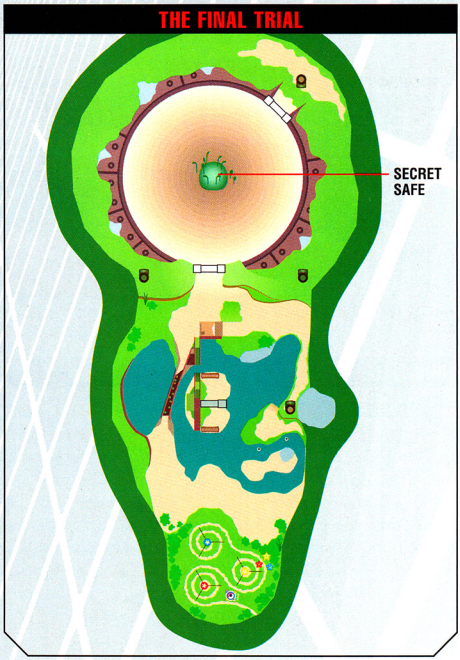
DAYS 29 AND 30 — THE FINAL TRIAL

You'll need 29 parts before you'll be able to reach the Final Trial, where the last part is hidden. Once you get there, spend a day making bridges, breaking down gates and preparing for a showdown with the only enemy creature in the area: an emperor bulblax.

SECRET SAFE

You'll need a full day and a full Pikmin army that includes at least 30 yellows to take on the emperor bulblax, which holds the final piece. Have your yellows pick up bomb-rocks from the pipes near the arena, then let your army wait at the gate while you guide Captain Olimar to the middle of the arena and wake up the beast. When the bulblax rears its ugly head, send a yellow bomber out in front of its mouth. The creature will lap up the bomb-rock with its tongue. After the explosion, toss Pikmin onto the face of the beast.

After the bulblax rises from the ground, let it munch on a bomb-rock. The resulting explosion will give you an opportunity to attack.



▼ DOUBLE-TIME DELIVERY — STRATEGIES

COLLECT ALL OF THE PARTS IN HALF THE TIME WITH OUR 14-DAY SCHEDULE.

After you've helped Captain Olimar put his ship together once within the 30-day limit, you'll be ready for an advanced challenge. Our Pikmin pros have put together a schedule that will have you rocketing home at the end of the second week.

DAY 1—IMPACT SITE

On your first day, take the time to cultivate more than 20 flowering Pikmin, then collect the ship's Main Engine.

DAYS 2 AND 3—FOREST OF HOPE

Use the second day to collect yellow Pikmin, the Eternal Fuel Dynamo, the Whimsical Radar and the Extraordinary Bolt. Follow up on Day 3 with the Nova Blaster and Shock Absorber.

DAY 4—FOREST NAVEL

Start by destroying the white gate, then head up to the blue onion and confront the breadbug to collect the Space Float. Then go for the Automatic Gear and #1 Ionium Jet. If you're multitasking, you should have time to collect the Gravity Jumper, too.

DAY 5—IMPACT SITE

With blues on your side, you'll be able to collect the Positron Generator and add a lot of Pikmin. Every pearl will produce 50 seeds.

DAYS 6 AND 7—FOREST OF HOPE

When you land in the Forest of Hope with blues, put some of them to work building bridges to the Sagittarius, while you get another group to break down the white gate in the path to the Radiation Canopy. Use Day 7 to go up against the burrowing snagrets and collect the Geiger Counter.

DAYS 8 AND 9—FOREST NAVEL

When you return to the Forest Navel, assign reds to defeat the blowhogs on the beach and press the X Button while they're fighting so they don't follow you when they're done. Lead blues to the Anti-Dioxin and Analog Computer, while you get blues and yellows to retrieve the Libra. On the next day, concentrate your efforts on the Guard Satellite and Omega Stabilizer. You can break down the blocking gates quickly with bomb-rocks.

DAYS 10 THROUGH 13—DISTANT SPRING

On your first day in the Distant Spring, use one group of blues to collect the Repair-Type Bolt while you get another blue army to create a bridge to the Massage Machine and bomb-rocks. You should have time left over to collect bomb-rocks with yellows and bomb your way to the UV Lamp. On Day 11, assign one group of blues to build bridges to the Gluon Drive, and send another group to collect the Interstellar Radio. If you have extra time, get some yellows to bomb the rock wall on the path to the Zirconium Rotor. The next day, collect the rotor, then head up to the Pilot's Seat and the #2 Ionium Jet. If you're on schedule, you should be able to collect the Bowsprit and the Chronos Reactor on Day 13. While a group of reds is taking the Bowsprit to the ship, recruit another army to collect the reactor.

DAY 14—FINAL TRIAL

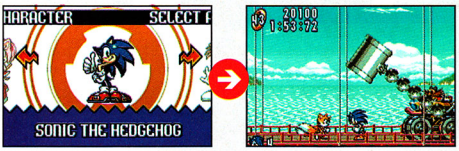
It's not easy, but you can make your way up to the emperor bulblax and defeat the creature in a single day. If you've made your way to the last battle in 14 days, you should be up to the task.

SONIC ADVANCE — GBA

▼ A LITTLE HELP FROM A FRIEND — CODE

GET TAILS TO TAIL SONIC IN HIS LATEST 2-D ADVENTURE.

The rumors of a Sonic and Tails appearance in Super Smash Bros. Melee turned out to be a not-very-funny April Fool's joke—further proof that you should read only Nintendo Power for all of your video game info. Our April Fool's jokes are always hilarious, and we never kid about codes. Sonic and Tails do appear simultaneously in Sonic Advance for Game Boy Advance if you know the right moves. Select a single-player game, then enter the following Control Pad and button combination on the character select screen: Up, Right, Down, Right, L, Right, R, Right and A. Every time you press Right on the Control Pad, the game will cycle to another character. When you are done entering the code, the cycle will stop on Sonic and the game will move on to the stage select screen. As a result of correct code entry, you will hear a ring collection sound when the stage select screen appears. When the action begins, you will be in control of Sonic and have Tails as a partner. Tails won't help you collect rings, but he will follow you closely and stomp enemies. If you take off with super speed, you could lose Tails for a few moments, but he'll eventually catch up to you and join in on the action again as you continue your quest to eliminate Eggman.



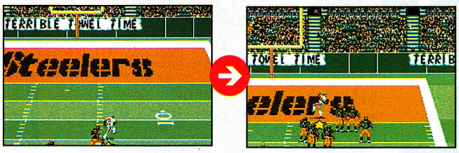
Before you select Sonic, press Up, Right, Down, Right, L, Right, R, Right, A. When the game begins, Tails will hop along with you.

MADDEN NFL 2002 — GBA

▼ SOUNDS LIKE TEAM SPIRIT — FEATURE

MAKE SOME NOISE WHEN YOUR TEAM PUTS A BIG SIX ON THE BOARD.

Touchdown celebrations are an interactive activity in the GBA version of Madden's latest. While your players shuffle in the end zone after a score, you can press the A, B, L and R Buttons to trigger the sounds of celebration. A and B activate sound effects while L and R initiate exclamations.



When your teams brings it into the end zone, you can press the A, B, L and R Buttons to sound off your appreciation.

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JURASSIC PARK III: PARK BUILDER — GBA

▼ INSTANT INCOME — CODE

SPARE NO EXPENSE AND START YOUR PARK WITH A CASH INFUSION.

What's in a name? A lot. If you choose the right name for your park, you'll start with a hundred times as much money as you usually have at the beginning of the game. Enter in "Bonus-Park" as the name of the place. Instead of one million dollars, your bankroll will initially read 99 million. You'll get another million for exceeding the 50-million-dollar mark. The 100-million-dollar total will give you a "Successful Management" celebration screen before you even break ground for your first souvenir stand.

Name your park Bonus-Park, then sit back and watch the money roll in.

SPYRO: SEASON OF ICE — GBA

▼ FIRE IT UP — CODES

BLAZE THROUGH SPYRO'S ADVENTURE WITH A PAIR OF HOT CODES.

Before you embark on a journey to free the fairies, you can make life easier with two title screen codes. Once you see the "Press Start" prompt, key in either of the codes listed below. You'll hear a chime that indicates successful code entry.

CODE	RESULT
DOWN, UP, DOWN, LEFT, RIGHT, UP, LEFT, UP, A	UNLOCK A LEVEL WARP (ACCESSIBLE FROM THE ATLAS)
LEFT, RIGHT, RIGHT, RIGHT, DOWN, UP, RIGHT, UP, A	BEGIN WITH 99 LIVES

Press Down, Up, Down, Left, Right, Up, Left, Up then A on the title screen, then start the game, select the Atlas and warp to any level.

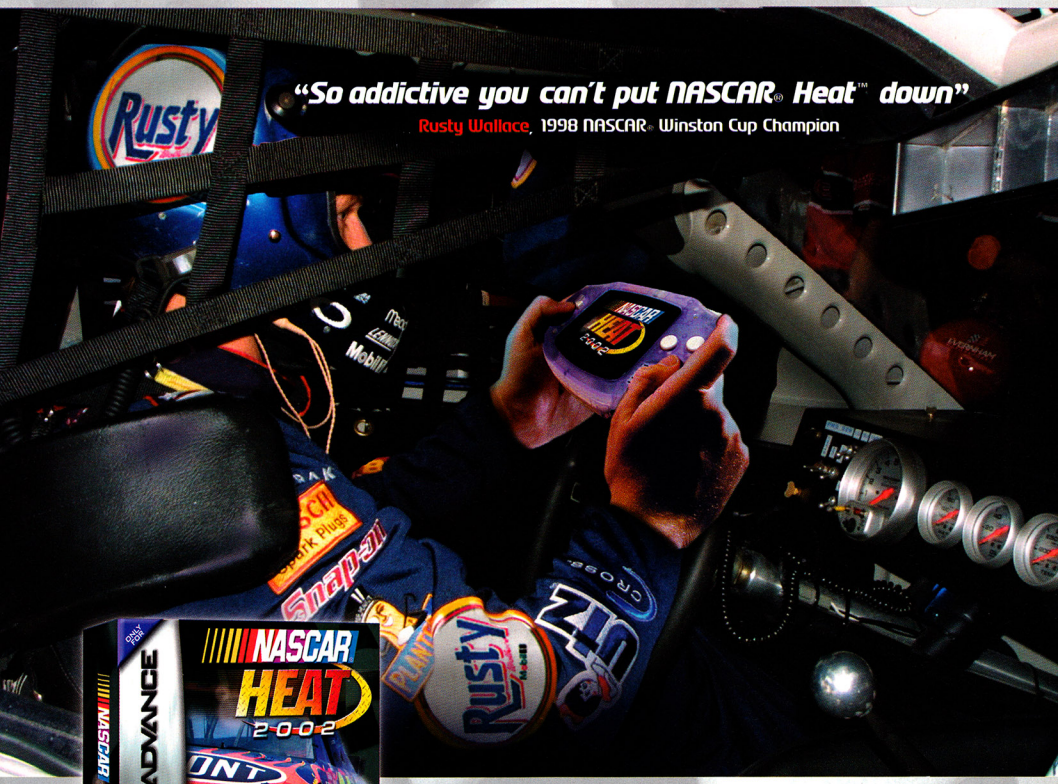
DRIVEN — GBA

▼ TOP SECRET SUCCESS — CODE

END THE GAME BEFORE YOU BEGIN, THEN CLIMB INTO SOME NEW CARS.

The Top Secret Cars option on the title screen invites you to enter a five-digit code. When you use 29801 as your code, the credits will begin to roll. Press the B Button to skip out of the credits, then select a race. You'll have a selection of 20 cars to choose from, instead of the usual 12, and one extra track. The bonus cars include Carl Henry's machine (all handling, no speed) and the well-equipped Gamestop! car. You'll find the extra track by selecting the ? entry in Single Race Mode.

Make any car ride better.



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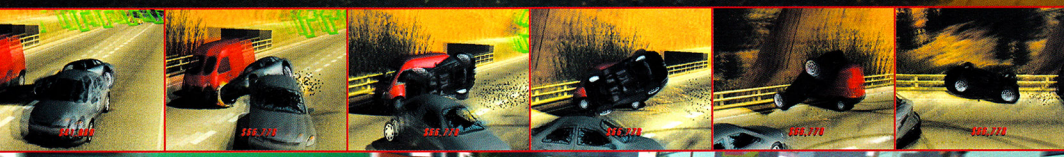

BURNOUT™

EVERYONE
E
CONTENT RATED BY ESRB
Mild Violence

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FAST, FIERCE AND OUT OF CONTROL

Dense traffic, blind corners, narrow junctions and spectacular crashes make Burnout, from Criterion Games and Acclaim, a try-this-at-home-but-not-on-the-road exercise in daredevil driving. With 14 championship races, realistic graphics, curve-packed courses and plenty of unlockable features, it will appeal to both casual racing fans and hard-core gearheads. Take a high-risk, high-speed highway and city drive and leave the rules of the road in the dust.

DRIVE HARD, BURN OUT

Burnout begins with the usual racing game options: Championship, Single Races, Time Attack and multiplayer action. As you progress, you'll unlock more cool features.

SINGLE RACE

Single Race play allows you to go up against grand prix contenders on your choice of tracks. Available races always include some courses from the next grand prix competition.

TIME ATTACK

You can race against the clock and a shadow car that represents the course's best run in Time Attack Mode. If you finish ahead of the pace, your time will be the one to beat.

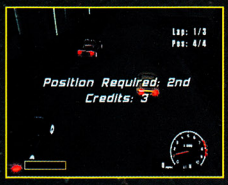
HEAD TO HEAD

Two-player split-screen action gives you a chance to test your skills against another player and up to two computer-competitors. After you unlock Survival Mode by placing first in the Euro Marathon, you'll be able to add the one-crash-and-you're-out rule to head-to-head play.

THE BEST OF BURNOUT

After every race the game gives you the lowdown on how you've done—fastest lap, average speed, score and the amount of damage your crashes caused. If you score high, you'll go down as one of the best drivers around. If you cause a lot of crashes, you'll be considered one of the worst.

CHAMPIONSHIP



The Grand Prix Championship is a 14-race run on two continents that challenges you to work your way to the head of a four-car pack while weaving around obstacles and unsuspecting motorists. You'll advance in early races after placing third or better. As you move on to more challenging races, second- and first-place finishes will be required.

ROAD TO THE CHAMPIONSHIP

JOURNEYMAN:

			UNLOCK:
RACE 1/3:	Interstate	Place 3rd	Track: Hillside Pass
RACE 2/3:	Harbor Town	Place 3rd	Track: Twilight Harbor
RACE 3/3:	River City	Place 2nd	Track: Gridlock USA
			Special: Face Off 1

BIG RUN GRAND PRIX:

			UNLOCK:
RACE 1/3:	Hillside Pass	Place 3rd	Track: Euro Marathon
RACE 2/3:	Twilight Harbor	Place 2nd	Track: Rush Hour
RACE 3/3:	Gridlock USA	Place 1st	Special: Face Off 2

EURO MARATHON:

			UNLOCK:
RACE 1/1:	Euro Marathon	Place 1st	Track: Euro Marathon EX
			Track: Cliffhanger
			Track: Midnight Run
			Track: Night Shift
			Special: Survival

SAVAGE STREET GRAND PRIX:

			UNLOCK:
RACE 1/3:	Night Shift	Place 2nd	Track: Country Chaos
RACE 2/3:	Cliffhanger	Place 2nd	Track: Sunset River
RACE 3/3:	Midnight Run	Place 1st	Special: Face Off 3

TWILIGHT GRAND PRIX:

			UNLOCK:
RACE 1/3:	Rush Hour	Place 1st	Track: USA Marathon
RACE 2/3:	Country Chaos	Place 1st	Special: Face Off 4
RACE 3/3:	Sunset River	Place 1st	

USA MARATHON:

			UNLOCK:
RACE 1/1:	USA Marathon	Place 1st	Track: USA Marathon EX
			Special: Free Run
			Special: Free Run Twin
			Special: Credits

CATCH A RIDE

You'll start with a selection of five fast cars and collect more as you win Face Off challenges. The vehicles vary in handling, speed, acceleration and sturdiness. Select a car that suits your driving style, then hit the road.

SPORTS COUPE

The midsized Sports Coupe is heavier and more powerful than the Supermini, with a slightly higher top speed. Its weight gives it a more solid ride around corners.

MUSCLE

Beyond making a bold style statement, the Muscle car compares well to the other racers in speed and acceleration. Its preboost top speed is about 135 mph.

SUPERMINI

With a top speed of about 125 mph, the Supermini is a light, relatively slow racer with good slow-speed handling. It's great for squeezing into tight gaps.

SALOON

The Saloon tops out at a speed of about 130 mph, and it can get to that speed in a hurry. Sluggish handling makes high-speed maneuvering an issue.

PICKUP

The sturdy Pickup can bump up against the competition and take very little damage. It has the same top speed and same handling problems as the Saloon.

VICTORY SPECIALS

Your accomplishments in the Championship will give you additional tracks for Single-Race Modes and three features found in the Special menu. Rev up and run.

FACE OFF FOR A FREE RIDE

After you clear every three-race grand prix, you'll unlock a Face Off race against a new opponent. When you win the race, you'll add the opponent's car to your racing fleet.

FACE OFF 1: ROADSTER

The prize for the Twilight Harbor one-on-one race is the sporty Roadster. High top speed and good slow-speed handling make it great for city and highway courses.

FACE OFF 2: TOW TRUCK

Victory in the Rush Hour Face Off wins you the massive Tow Truck, the ultimate Muscle car. What it lacks in handling and acceleration it gains in top speed.

FACE OFF 3: SALOON GT

Smooth handling, quick acceleration and a top speed of about 135 mph make the prize of the Night Shift Face Off the best all-around car in the game.

FACE OFF 4: BUS

Topping out at about 120 mph, the Bus accelerates slowly and is difficult to maneuver around tight corners. It's more of a novelty than a serious racing machine.

SURVIVAL

The game's most realistic driving mode gives you one chance to get through three laps on any course. If you slip up once, the game will be over. You'll unlock Survival Mode after a first-place finish in the Euro Marathon, making it available under the Special menu and in Head-to-Head play.

FREE RUN AND FREE RUN TWIN

It's just you, your competitors and the open road in the no-holds-barred Free Run Mode. You can build up your boost meter by driving in the oncoming lane, but you won't have to weave around law-abiding drivers to reap the reward. Free Run Twin is the Free Run Mode's two-player counterpart.

LAY IT ON THE LINE

One simple mistake—a slip of the thumb—can cost you thousands of dollars, precious seconds and your place in the race. Keep your eyes on the road and drive smart.

BUILD YOUR BOOST

The boost meter fills up when you execute daredevil moves such as long drifts, near misses and wrong-side-of-the-road racing. If you hop the freeway median and ride the line between lanes, you'll score boost meter credit for driving in oncoming lanes and for having close calls with law-abiders. Use all of your boost power for one long burst of speed—the meter will regenerate to half-full status.

SHORTCUTS AND SHOULDERS

The best way to avoid costly collisions with driving school graduates is to go where they aren't. By cutting across corners on the sidewalk, you can save a little time, avoid traffic and get a good, clear look at the situation ahead of you. When you're on the highway, you'll get a break from traffic by favoring the shoulders and medians.

COMPETITION CONTROL NP

It's not always a hindrance to be behind the competition. By watching the movement of competing cars, you can learn where the holes in the traffic are and plan your route accordingly. When it's time to make your move, run your opponents into obstacles then make them eat your dust.

SPEED READING

When you're approaching cars that are traveling at safe speeds, you've got to judge the situation at a glance and make quick moves to avoid collisions. Shoulders, sidewalks and the line between lanes can provide a clear path. If you're coming up to an intersection, look for crossing cars on the periphery and be prepared to slow down.

CRASH COURSES

The game's races take place in two major areas, with a wide variety of city, country and highway travel. Some races take place on the same courses but with changes in direction, time of day, weather and/or traffic density. Marathon races string courses together, providing long and varied runs that will test your endurance.

Your route is defined by green direction indicators at intersections. Bystanders can travel through the indicators, but your car will collide with them. Your turn signal will flash to let you know that a turn is imminent.

USA GRAND PRIX RACES

The USA races offer tense runs in a wide variety of environments. The maps are color-coded to show sectioned-off routes. Gray sections indicate connections between the smaller routes and form marathon courses. Numbered tips apply to all races on the route unless otherwise indicated.

INTERSTATE

The Interstate race detours to surface streets occasionally, but most of it is on freeways.

RUSH HOUR

The Rush Hour run covers the same ground as the Interstate race, in the opposite direction.

HILLSIDE PASS

With a mix of rough terrain and windy roads, Hillside Pass is a tough ride.

CLIFFHANGER

The Cliffhanger course runs through Hillside Pass at night and in the opposite direction.

COUNTRY CHAOS

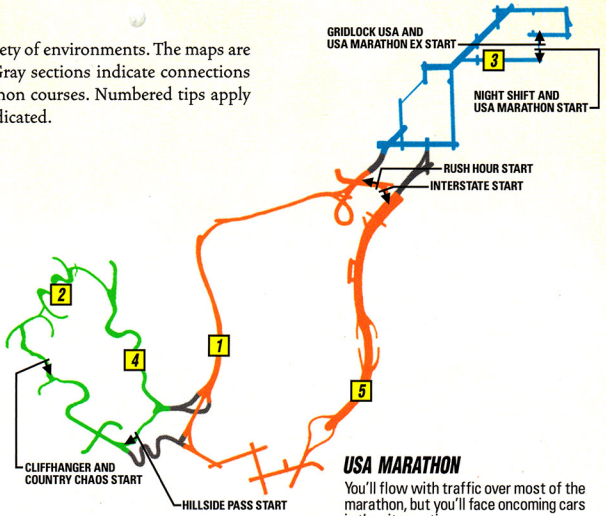
The daylight doppelganger of the Cliffhanger race includes lots of big trucks and buses.

GRIDLOCK USA

Crowded streets and jammed intersections make Gridlock USA a thrilling ride.

NIGHT SHIFT

The dark, rainy variation of the Gridlock USA race runs the course in the opposite direction.



USA MARATHON

You'll flow with traffic over most of the marathon, but you'll face oncoming cars in the city sections.

USA MARATHON EX

The USA Marathon in reverse features oncoming traffic in the freeway and country roads sections.

1 INTERSTATE AND RUSH HOUR

In the freeway races, you'll come to a section with a short, dirt median. If you hop the median and face the oncoming traffic, your boost meter will fill in a hurry. If you ride the white line between lanes, you'll score boost points for near misses, too. When the boost meter is full, hit Z for turbo speed.

2 HILLSIDE PASS

The country course includes two grassy patches that you can cut through, best demonstrated when racing downhill during the Hillside Pass race.

3 GRIDLOCK USA

The last stretch of the Gridlock USA race has two crowded intersections with a lot of crossing traffic. Approach them cautiously and be ready to brake or swerve.

4 CLIFFHANGER AND COUNTRY CHAOS

After you race through the first tunnel, you'll reach a windy area with heavy traffic in both directions. Look for gaps in the traffic and cross the median when needed.

5 RUSH HOUR

You have no choice but to face oncoming traffic over a large freeway section in the Rush Hour homestretch. Set your course for the shoulder or one of the white lines.

EUROPEAN GRAND PRIX RACES

Narrow roads, sharp curves and lots of crossing traffic make the races on European courses a constant challenge. Treacherous turnabouts give an unpredictable edge to many of the intersections.

HARBOR TOWN

Much of the race takes place on windy roads with dirt shoulders. Dust clouds affect visibility.

TWILIGHT HARBOR

Twilight Harbor is a night race with tight traffic. It runs in the opposite direction of Harbor Town.

RIVER CITY

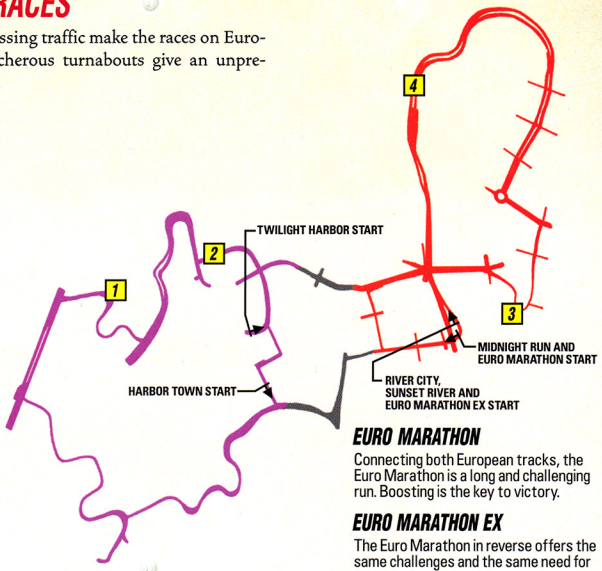
Race wide roads and a few tight turns in the the European equivalent of the Interstate.

MIDNIGHT RUN

Midnight Run is a dark and dangerous ride that travels in the opposite direction of River City.

SUNSET RIVER

Covering the same ground as the River City race, the Sunset River run features very heavy traffic.



EURO MARATHON

Connecting both European tracks, the Euro Marathon is a long and challenging run. Boosting is the key to victory.

EURO MARATHON EX

The Euro Marathon in reverse offers the same challenges and the same need for top speed.

1 HARBOR TOWN

Most of the Harbor Town race takes place on narrow roads, but a wide, inside-curve shoulder after the bridge and tunnel gives you a clear path to pass slower vehicles.

2 TWILIGHT HARBOR

The first leg of the Twilight Harbor race features two 90-degree turns on crowded intersections. Tap brakes and take the first turn tight on the inside. As you approach the second turn, swerve into the oncoming lane, then take the turn wide and ride the shoulder as you fly by the bystanders.

3 MIDNIGHT RUN

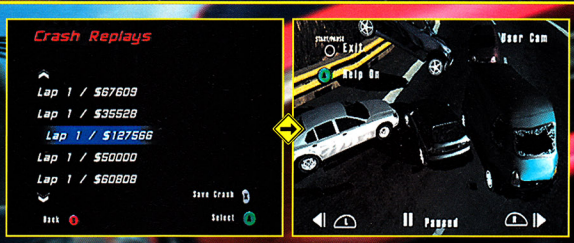
When you reach the 180-degree curve in the plaza, turn sharply to the left and hit the brakes. After a long drift, accelerate, straighten out and take off.

4 SUNSET RIVER AND RIVER CITY

You'll face a tough decision as you approach the tunnels of the Sunset River and River City runs. Do you go with the flow and swerve around heavy traffic or do you hit the oncoming lanes and take your chances with a boost-building tunnel trial? If you're protecting a lead, try the former. If you're trying to catch up, go with the latter.

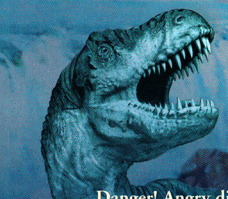
COOL RUNNING

There is not a more tense, realistic racing experience for the Nintendo GameCube than Burnout. Once you've run through the grand prix races and unlocked all of the special features, you can challenge yourself to create the biggest, most expensive crash. It's wild fun and no one gets hurt.



There's a name for heroes who don't complete their mission...

Lunch.



Danger! Angry dinosaurs are poised for invasion. Scurvy pirates are hungry for treasure. And an ancient stone of unimaginable power is about to fall into the wrong hands. Take to the skies and prepare for battle—only you can preserve the special world that is Dinotopia!

Fight pirates, massive dino bosses, a mechanical dino and other nasties!

Venture through 5 daring levels including diamond caverns and the Tyrannosaur nest!

Fly on your own Skybax, collecting Sunstone weapons and power-ups as you go!

DINOTOPIA®

THE TIMESTONE PIRATES™

EVERYONE
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CONTENT RATED BY ESRB
Mild Violence

GAME BOY ADVANCE

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RFX Interactive

TDK mediactive

AS THE NINTENDO GAMECUBE SPORTS SCENE HEATS UP, NP GIVES YOU THE COMPETITIVE EDGE WITH EACH GAME'S WINNING FEATURES.

RACING — 67

JEREMY MCGRATH SUPERCROSS WORLD
DRIVEN

Adrenaline-pumping action connects two superfast racing games. Thrill to the motorbike mayhem of JMSW or experience pure speed with Driven.

SOCCER — 70

VIRTUA STRIKER 2002
ESPN MLS EXTRATIME 2002
2002 FIFA WORLD CUP

The most popular sport in the world scores on GCN. Power covers three titles and provides expert coaching tips so you'll get a kick out of each game.

BASEBALL — 76

HOME RUN KING
ALL-STAR BASEBALL 2003

Two GCN baseball games swing a round bat at a round ball and hit it squarely. Find out what sets them apart from each other and other diamond sims.

BASKETBALL — 80

NBA 2K2

Sega has long been known for its quality sports titles, and now NBA 2K2 has arrived for the GCN. Learn exclusive tips and tricks straight from members of the development team.

FOOTBALL — 82

NFL BLITZ 20-02

Hit the gridiron like a speeding freight train with Midway's latest version of NFL Blitz. Check out our replay of this year's Super Bowl and see how the game stacks up.

JEREMY MCGRATH SUPERCROSS WORLD

Rev and roll with Supercross superstar Jeremy McGrath in a speed and finesse motorbike showdown from Acclaim. Four race types, seven selectable real-life racers and bonus challenges add variety and versatility.

EVERYONE E — Mild Language, Mild Violence — CONTENT RATED BY ESRB

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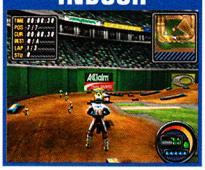
BAJA

Free-form Baja races challenge you to find the quickest route to and through a spread-out series of gates. Hills, jumps and obstacles give you plenty of stunt opportunities.

INDOOR



The confined environment of the stadium setting makes indoor courses short and packed with sharp curves. One mistake could cost you the race.

OUTDOOR

Outdoor racing combines the set course style of indoor racing with the wide-open spaces of Baja racing. They cover a lot of space and the track is always crowded.

FREESTYLE

The freestyle event is a race against time with the goal of pulling off as many showstopping stunts as you can. The ramps are set up for big air. Hit the throttle and fly.

CATCH AIR, LAND SQUARE

As you approach a jump, press and hold L to crouch, then release the button when you take off to ensure good height and distance.

When you take to the air, press and hold X or Y and use the Control Stick to perform stunts. Speed you gain from stunts will give you the edge.

If you land on one wheel, you could spill. Try to line up your bike so both wheels make contact with the ground at the same time.

BONUSES AND BOOSTS

You'll need a good start to beat the pack to the Holeshot goal. Hit the throttle at the moment the race begins.

Most races challenge you to collect items. It's tough to collect all of the items, but each one's resulting burst of speed is worth the effort.

A collision with another rider could cost precious seconds. Try to find a line that the other competitors don't travel and get ahead of the pack.

SPEED, STUNTS, AIR AND DIRT NP

Victory in Jeremy McGrath Supercross World requires a balance between flat-out, full-throttle racing and the ability to pull off big stunts when the pressure is on. Stunts give you speed, and speed gives you glory.

SUPERCROSS SHOWTIME

JEREMY MCGRATH

Since his 1993 rookie campaign, when he claimed his first 250cc Supercross Championship, Jeremy "Showtime" McGrath has been helping to bring motocross to the masses. Strong technical ability and a desire to be the best have set him apart from the other racers on the circuit. With 73 wins and eight career championships under his belt, McGrath has firmly established his place in Supercross history.

DRIVEN

Jimmy Bly, Joe Tanto and the rest of the Driven cast take to the tracks and the streets for a story-based racer that goes beyond the scope of the hit movie. BAM! Entertainment's F-1 thriller features 15 drivers, six selectable tracks and turbocharged action.

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STRAP IN, ZONE OUT

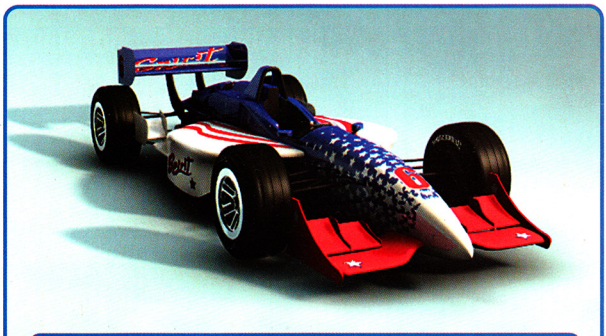
By completing a full lap at top speed without making any mistakes, you will reach the "Zone," a blurred-vision state of enhanced handling and speed.

PEDAL PRECISION

CART racing courses are loaded with super-sharp turns and high-speed straightaways. It's important to gain tight command over braking and acceleration.

ROLLING PIT STOP

Your vehicle will lose speed and control when damaged. If it is in need of repair, you can get a full tune-up with a tap of the Y Button.



RACING BY THE NUMBERS

In Arcade Mode, you can select from six racers at the beginning and unlock more as you go. Every car-and-driver combo carries stats on handling, acceleration and braking.

TAKING TURNS

It's not necessary to brake at every turn. Read the curve and take one of three tactics.

FULL ACCELERATION

FA If you want to win the race, you've got to go all out and take some turns at full throttle. The wide, open turns are good candidates for top-speed racing.

NO THROTTLE

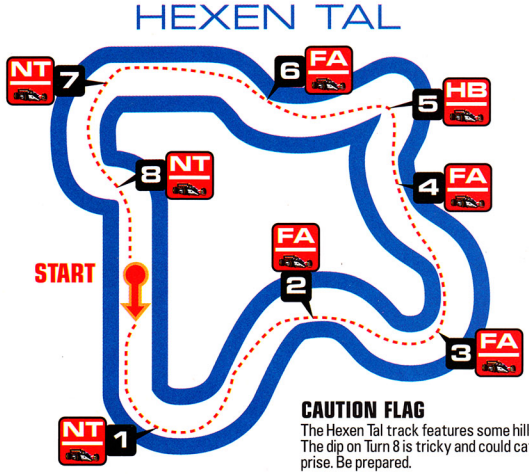
NT When the turns get a little tight, you'll have to let go of the throttle for a moment and coast. When you're at about the halfway point in the curve, throttle up and run.

HARD BRAKE & TURN

HB The sharpest turns require use of the brake. One tap works wonders for your control around curves. As soon as you see the other side, hit the throttle.

TRACK TACTICS NP

The key to success in high-speed, tight-turn racing is to select a line and follow it carefully. Our map of the Hexen Tal track details every turn and delivers a recommended route that will have you crossing the finish line before your competitors.



CAUTION FLAG

The Hexen Tal track features some hills and big banks. The dip on Turn 8 is tricky and could catch you by surprise. Be prepared.

A FORMULA FOR SPEED

Formula 1 racers are truly built for speed. When an F-1 car reaches its top speed of nearly 250 mph, its aerodynamic design creates a downforce of two-and-a-half times the vehicle's weight, ensuring that the racer will stick to the track. Driving around a sharp turn can cause enough force to stop the driver from breathing momentarily. Much of the technology developed for F-1 racers has been used in commercial car design.

ARE YOU DRIVEN?

The game's Story Mode covers 14 chapters that center on Jimmy Bly and Joe Tanto and introduces a few new characters and new situations that were not shown in the movie. The cinematics feature all-new voice parts from the film's star, Sylvester Stallone.

CHAPTER 2

After Jimmy Bly shows his need for speed, it's Joe Tanto's turn. You must run one perfect lap to get into the Zone and a second flawless lap to complete the chapter goal.

CHAPTER 4

You've got six laps on the tough New York track to reach—and keep—one of the top three positions. The key to success is mastering the hairpin turn on the homestretch.

CHAPTER 6

After two races on the New York City track, you'll take to the streets of the Big Apple as Jimmy against Joe. The traffic always follows the same pattern. Weave and roll.

CHAPTER 7

Desert training gets treacherous in Chapter 7. Within 35 seconds, you've got to pull in front of Memo to protect Jimmy's lead. Cut inside on the curves and don't make any mistakes.

CHAPTER 10

A first-place finish at the Tour de Triomphe is the only acceptable outcome in Chapter 10. Let it all go in the straight sections and practice quick, controlled braking in the tight turns.

CHAPTER 11

In a scene that mirrors the Chicago city race from the movie, Joe must chase Jimmy through Paris. You've got to run a perfect race to catch Jimmy. Restart if you have a collision.

CHAPTER 13

You'll test the training maneuver from Chapter 7 in a race on the Hexen Cat course in Chapter 13. Get behind Jimmy in a hurry and watch for Brandenburg in your rearview mirror.

CHAPTER 14

The season comes to a close in a winner-takes-all race at Angel Bay. You should be able to clear the opening set of curves without decelerating. If you don't get a good start, try it again.

STAY IN THE ZONE

The incredible speeds of Formula 1 racing require complete concentration from the driver. One simple mistake could send you from the front of the pack to the back. Memorize every curve, get a good, clean start and follow a tight line around the course. If you can get in the Zone and stay there, you'll be on your way to the winner's circle.

VIRTUA STRIKER 2002

Sega's classic arcade soccer series has found a home on Nintendo GameCube. The action is fast, the graphics are exciting and the strategy is deeper than you might think. The Sports Reports has the scoop on game features and a special interview with a Virtua Striker insider.

EVERYONE E CONTENT RATED BY ESRB

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FOLLOW THE ROAD TO INTERNATIONAL GLORY

The Road to the International Cup is the main mode for single-player action. As the head coach of a national team of your choice, you have four years to whip your team into shape and contend for the International Cup. The top regional teams will move on to the big tournament. Virtua Striker 2002 also features Match Play, Training and Variations Mode, which includes Leagues and Tournaments.

PRACTICE MAKES PERFECT OR AT LEAST IMPROVES YOUR CHANCES OF WINNING

In real soccer, as in any real sport, players get better by training and competing. Virtua Striker 2002 gives you the opportunity to build your skills using the same methods. You can schedule training camps, home matches and away matches. You'll earn points that you can use to further strengthen your team. Team points are used to schedule practices and matches to improve players.

LEAD YOUR TEAM ON AND OFF THE SOCCER PITCH

In most sports games, you have limited control over such things as schedules and training. Virtua Striker 2002 puts you in complete control. You'll set the schedule, train players individually, then compete against the CPU in matches that lead to the International Cup. It's the most complete soccer experience you're likely to have without putting on a pair of cleats.

LOOK FOR OPPORTUNITIES TO SCORE, SUCH AS CORNER KICKS!

It's not easy to work the ball all the way down the field, so when you're lucky enough to get a corner kick opportunity, make the most of it. Center the ball in the air out in front of the goal box. That's the best position for your best offensive player, your striker, to take the kick and boot it into the net. Switch to the offensive strategy setting before you make the kick.

VIRTUA STRIKER EXPERT ADVICE

Nintendo Power went straight to the source for strategic and background information on Sega's Virtua Striker 2002 for Nintendo GameCube. Satoshi Mifune of Amusement Vision in Japan is the producer of the Virtua Striker series. Mr. Mifune knows the game inside and out. You could say that he is the ultimate Virtua Striker expert.

NP: WHAT FORMATION WOULD YOU RECOMMEND TO CREATE SCORING OPPORTUNITIES?

SM: It is difficult to choose a formation that "generally" works better than others do. It is all up to the player's and the opponent's play style. Personally, I think that the 4-4-2 formation is well balanced and easy to use since it is not so much influenced by the opponent's formation. The 3-5-2DDH (formation) is also relatively well-balanced, but sometimes it runs short of offensive players.

NP: WHAT IS THE BEST WAY TO PROTECT A LEAD AND WIN THE GAME?

SM: Don't perform risky offensive plays. You should probably pass off the ball inside the opponents' defensive line in order to disable them from cutting off passes toward the front and near your goal. Also, it will take them some time to face their goal, even if you failed to pass properly.

NP: WHICH CORNER KICK STRATEGY WORKS BEST?

SM: It depends on the power relationships between you and the opponent. If they have taller players, it would be most effective to pass the ball to your defensive midfielder to perform a middle-range shot.

NP: WHAT ARE SOME GOOD TRAINING TIPS FOR EACH POSITION?

SM: If you would like a formation that has more defensive players to perform a counter, your forwards should be able to run fast. If you want to attack from the sides, you should train the outside players to have both speed and stamina, as well as your forward players to have enough jumping skills and power. If you are going to attack from your left side, the players on your right side of the formation should have more defensive powers such as tackling. I would suggest that you train your players according to your specific formation and play style.

NP: WHAT PLAY STYLES BENEFIT EACH POSITION?

SM: You have to consider not only position, but also the ability of a player. I recommend looking at your team's personnel and making use of a player's individual talents. That will become your team's strong point.

NP: HOW CAN I OPTIMIZE AND MAKE THE MOST OUT OF TRAINING CAMP?

SM: Look at the ability of each player. The higher ability a player has originally, the faster you can improve it. It also gets faster as the game progresses. It might be efficient to develop each player's talents at the early stage and then worry about addressing their weak points.

NP: WHAT SORT OF TRAINING DO YOU RECOMMEND?

SM: You can improve your players' skills during the games. That enables them to improve themselves to meet your play style. On the other hand, training camp is very effective if you wish to improve certain general skills in the early stages of the game, to address your weak points, or to extend each player's skills.

NP: HOW DOES THE GCN VERSION OF VIRTUA STRIKER DIFFER FROM EARLIER VERSIONS?

SM: The arcade version was basically for two players. The Dreamcast version was almost the same as the arcade version, except that it had more game style variations. This time, we created the Nintendo GameCube version with the thought that most of the players would play alone. The Road to the International Cup and Edit Modes were added mainly to maintain the player's motivation in single-player games.

NP: HOW DO YOU CREATE THE GREAT ANIMATION IN THE GAME?

SM: Most of the animation is created based on the data from motion capturing. We edited the data to make them suitable for the game. Otherwise, the game would have had poor response times and the motion would have been fragmented. Besides, it would look slower than real players would. Thus, we always edit the motion-capture data to create good, realistic animation.

NP: WHAT MAKES VIRTUA STRIKER STAND OUT FROM THE OTHER SOCCER SERIES?

SM: Virtua Striker is intuitive and easy to control, and it is perfect for the general GCN demographic. The controls in the game are so simple that it requires your imagination and foresight more than presenting the player with complex controlling techniques.

ESPN MLS EXTRATIME 2002

Konami, like Sega, has a winning tradition with soccer games. MLS for GCN builds on the International Superstar Soccer series for the Super NES and N64 and takes the next step in soccer sim action. Its deep editor mode gives players total control over teams and players.

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MAJOR LEAGUE SOCCER AND SO MUCH MORE

The teams and players of the MLS come to life in Konami's soccer sim. In MLS Mode, you'll guide one of the 10 MLS teams through five tough seasons. Not only will you play the matches—you'll manage the team, taking care of retirements, drafts and player trades. But MLS Mode is just the beginning of the fun. You can set up a league, play in an international tournament and challenge preset scenarios.

TAKE SOME EXTRA TIME AND GET SET TO PLAY

Konami has packed MLS with lots of intriguing options. You can listen to the play in either English or Spanish, customize your Controller setup, choose from three difficulty settings, and play in 11 stadiums at different times of day with different weather conditions and in different seasons. You can set your formations, tactics and awareness, and choose the strongest players for free kicks, corner kicks and penalty kicks.

SKILL ON THE FIELD LEADS TO INCREASED SKILLS FOR YOUR PLAYERS

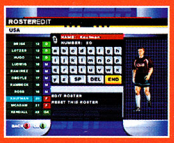
Play Scenario Mode to earn points that you can convert into better players and teams in Edit Mode. Scenario Mode puts you in the middle of a challenging situation on the pitch. For instance, you might be behind by a goal with two minutes left and without the ball. Depending on how successful you are, you'll earn points that you can use to increase the skills of customized players.

LET THE MATCH BEGIN AND PUSH TOWARD YOUR OPPONENT'S GOAL NP

On the pitch, MLS features a wide variety of tactics that you can select during the match and a huge assortment of moves, including special attack moves such as fake, dummy ball and dribble speed burst. Pass-along moves are a breeze to execute, and setting up a header shot on a corner kick is a snap. Quickly move the ball up the field using quick passes to beat the defense.

CREATE A TEAM OF SOCCER DREAMS

MLS has an astounding Edit Mode that lets you create your own players, edit existing teams and even create new teams with customized logos and uniforms. You'll need a lot of space on your Memory Card to hold all the data, so plan on using a fresh card. In addition to earning Edit Points in Scenario Mode, you can earn points in League play, as well. The creative possibilities are almost endless.



CUSTOMIZE TEAM ROSTERS

Go to the Roster Edit option if you want to customize an existing international or club team. You can change the names to reflect real players—Owest to Owens and Backhat to Beckham on the English national team, for example. The only exception is the MLS lineups. You can't change those.

CREATE CUSTOM PLAYERS OR EDIT EXISTING PLAYERS

Creating entirley new players is a snap. You can also modify existing players, but you can't carry over an existing player's skill levels to a copied player. Create Mode lets you choose physical characteristics and the position the player will play. You can create and register up to 176 players.

BUILD A BETTER SOCCER STAR

The set of physical features you can choose for your players is extensive. You decide overall size, weight, skin tone, hairstyle, hair color . . . even the color of his eyes and the type of facial hair he has. Of course, you also choose name and number. Pick from a large number of preset last names so the announcer will be able to pronounce the name.

TEACH YOUR PLAYER WELL

Even more important than what the player looks like is how skillful he is in the 14 attribute areas. You'll begin with one point in every area, but you can use your Edit Points to build up the player in important areas for his position. Pump up areas such as Offense, Speed and Shot if the player is a forward, and boost Defense, Pass and Stamina for defenders.

SMELLS LIKE TEAM SPIRIT

Once you've created a world-class set of players, you'll want to put them together in a team. You can change the name, logo and uniform of any of the teams except the MLS teams. Logos are created with four design elements and colors. You can customize your uniforms with a variety of colors and patterns on the jerseys, shorts and socks.

MAKE FASHION STATEMENT

Among the various edit options is a color palette that gives you a rainbow of choices. You'll even get to choose the color of the numbers that appear on the jerseys and shorts. A team that looks like a champion plays like a champion.

THE POINTS ARE THE POINT

Once you've got your team together and looking good, it's time to earn Edit Points that you can use to build up your players' attributes through the Changes option. The more points you've built in League and Scenario Modes, the stronger your players will become. In time, you'll be able to challenge the world's top teams with your powerhouse team.

2002 FIFA WORLD CUP

EA Sports is ready to join the world's biggest sporting extravaganza this summer with the World Cup version of FIFA 2002 for GCN. In addition to the World Cup tournament and teams, the game gets upgrades in passing and options over the standard version released last year.

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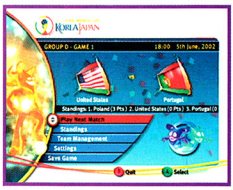
THE WORLD'S BEST SOCCER TEAMS AND PLAYERS

Every four years, a sporting event captures the attention of the world like no other. It's not the Olympics. It's even bigger. The World Cup is the ultimate title for the most popular sport on Earth. EA Sports captures the pageantry of this year's event in Korea and Japan, but players likely will be more impressed with the brilliant AI and play control. Can you guide your favorite team to the pinnacle? Boot it up!

START WITH A FRIENDLY MATCH TO SCOPE OUT THE GAME

We recommend starting your road to the World Cup with a Friendly Match. It's a great way to learn about the options, such as formations and strategies to use on the field. Choose your team and an opponent, then check out your lineup. Once the match begins, try switching camera angles to see which one you prefer. Play around with the passing meter to learn how to finesse the ball.

FIGHTING YOUR WAY TO THE TOP OF YOUR GROUP



Before you make it to the World Cup, you must emerge from your regional group as one of the strongest teams. There are eight groups in the first round, and if you perform well in that series of matches, you'll move into the tournament. In the tournament, you must win every match to move on. You can check the standings between matches to see how other teams are progressing toward the finals.

WORLD CUP FEVER COMES ALIVE IN THE SPECIAL FEATURES

As in many DVD movies, 2002 FIFA World Cup has some extra features. EA Sports has included footage of the venues and fans of the upcoming event in Korea and Japn. There are three parts to the feature at first, and you can unlock more extra material by winning matches in the tournament.

COACH DAVE'S TOP TIPS FOR SOCCER SUCCESS

David Wharton may be Nintendo's online art director on weekdays, but on weekends he turns into one of the best youth soccer coaches in the West. When David played 2002 FIFA World Cup, not only did he enjoy the game's high degree of realism but he discovered that many of the strategies he teaches his team applied to the video game, as well. Check out David's tips to get an edge on the international competition.

SWITCHING THE POINT OF ATTACK

Defensive players tend to concentrate near the ball. By playing the ball quickly from one flank to the other, you will find your player with lots of room to operate in. By playing a series of short passes laterally along the ground, you'll bring the defenders up flat and create space behind them for a through ball. If you have a wide midfielder in possession of the ball near the half line, see if you can play a long lob diagonally forward to the other wide midfielder. You can usually spring him behind your opponent's defense. At the very least you'll find him isolated one on one.

IF YOU DON'T SHOOT, YOU CAN'T SCORE

Avoid the temptation to work the ball deep inside the penalty area to create the perfect can't-miss shot. As in the real game, a high percentage of goals are scored off knockdowns and rebounds. Be ready to pounce on any ball the goalkeeper doesn't collect cleanly.

TRANSITION

Often the best time to attack is the instant after you've won the ball. After a successful tackle, quickly look ahead to see whether you can spring a teammate behind the defense. The technique is particularly effective when you're in your opponent's half.

PLAY QUICKLY

It's also tempting when you have the ball to run at defenders or to hold the ball for long stretches to see what develops or whether a perfect pass opens up. You'll usually have more luck opening holes that you can play into by moving the ball quickly from player to player, forcing the defense to adjust continually. You'll often find that other attacking players will break off their runs if you don't get them the ball in time.

RECOVER QUICKLY TOWARD YOUR OWN GOAL

After having been stripped of the ball, run your player directly back toward your own goal. Resist the natural tendency to go for a tackle immediately. The defending AI in the game is so good that your computer-controlled teammate will usually do a more-than-adequate job of holding up the ball while you prevent the quick counter-attack by filling space. If all goes well, you'll be able to win the ball back in a more controlled fashion.

SOCCER AT A GLANCE

Soccer fans have a treasure trove of quality games to choose from on Nintendo GameCube. Here's how they all stack up.

	REAL PLAYERS	REAL STADIUMS	CREATE PLAYER	CREATE TEAM	MULTIPLE VIEW	TRAINING	POWER-UPS	DOCUMENTARY	SPECIAL MOVES
VIRTUA STRIKER 2002	✗	✗	✓	✗	✗	✓	✗	✗	✗
2002 FIFA WORLD CUP	✓	✓	✗	✗	✓	✗	✗	✓	✓
ESPN MLS EXTRATIME 2002	✓	✓	✓	✓	✗	✗	✗	✗	✗
FIFA SOCCER 2002	✓	✓	✓	✗	✓	✗	✗	✗	✗
SEGA SOCCER SLAM	✗	✗	✗	✗	✗	✗	✓	✗	✓

THE FINAL WORD ON SOCCER FOR GCN

You really can't go wrong with any of the games. That's the good news. The bad news is that they're all worth a look. If you want something crazy, Soccer Slam is the only choice. If you want to build a team, try MLS or Virtua Striker. If you love realism, go with 200 FIFA World Cup for its added features.

HOME RUN KING

While the name suggests a focus on power and towering shots over the fence, Home Run KING from Sega Sports proves to be a solid baseball spectacle that showcases all aspects of the game—from the play at the plate to the mascot on the dugout roof.

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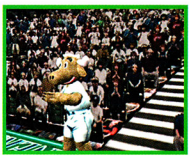
TAKE IN THE MLB EXPERIENCE WITH HOME RUN KING



Home Run KING puts you onto the field with realistic graphics and versatile controls. On the mound, you have your choice of pitches, timing and delivery. At the plate, you can get an upper hand by predicting the pitch and hit for contact or power. On the grass, you can switch control from one fielder to the next and get some help with variable fielding assistance.

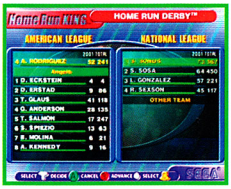
TAKE YOUR TEAM TO THE SERIES

In addition to the Quick Start and Exhibition game options, Home Run KING features Season play and a Playoffs option that allows you to skip directly to the postseason.

Select your favorite MLB team and take it through a schedule that mirrors the team's actual 2002 campaign. You can play every game, or simulate some games and play the rest. As you progress, you can check the stats for standings and league leaders.

SWING FOR THE FENCES

Get ready for a show of muscle in the Home Run Derby. Select the stadium, weather and participants, then put your thumb on the power swing button and hit the ball out of the park.



The All-Star week slugfest gets star treatment in Home Run KING. Up to 20 of the game's strongest hitters can participate in the competition. Go yard with Barry Bonds or go for an upset with an up-and-comer like Magglio Ordonez.

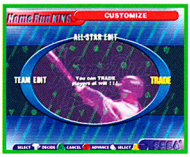
CREATE A HOME RUN KING

The Player Create option allows you to develop your own hitter or pitcher. Start with the player's name, position and appearance.

Once you've got the right look for your player, move on to his attributes. Hitters and pitchers have different attributes that relate to their positions.

When your player is a fully formed baseball star, he'll appear on the free agent list. Pick him up from the list and put him on your team.

CREATE A WINNING TEAM



The Customize option allows you to take on the role of General Manager and make personnel moves. You can even create your own All-Star team. All trades are uncontested, which means that you can trade any player for any other player in the game. It's a great way to keep up with MLB moves.

THE WOW FACTOR: STRATEGIES FROM THE HRK PROS

Home Run KING features a new take on the pitcher/hitter matchup and adjustable aids that will give you as much help, or as little help, as you need. Makoto Sugawara of the WOW Entertainment team that developed the game took time to talk to us about the game's features and to pass on some helpful playing advice.

NINTENDO POWER: Are there advantages to throwing pitches with varying powers or is the challenge to throw with top power every time?
MAKOTO SUGAWARA: When it comes to your starting pitchers and long relievers, it's better to throw pitches with varying powers. If you pitch with top power all the time, the pitcher will get tired faster and he won't last very long. For middle relievers, setup men and closers, you can afford to throw with top power all the time as you'll need them for only a few innings.

NP: Any advice for perfecting pitch location?
MS: There are no 100% safe locations to pitch to, but as in real baseball, working the corners and staying away from the middle of the plate is a good strategy. Also, moving the ball around and mixing up your location will make it more challenging for the batter to guess where your next pitch will be.

Baseball experts suggest that mixing high and tight pitches with pitches that are low and away will keep hitters guessing and help you notch up the Ks.

NP: Which pitcher has the fastest fastball?
MS: In Home Run KING the hardest thrower is the Detroit Tigers' closer, Matt Anderson, who can throw 103 mph.

NP: Does the ball travel that fast in the game?
MS: There are five difficulty levels, ranging from Amateur to Legend. The harder the level, the faster the ball will travel. Even on the hardest level, the ball is slower than in real life to keep the game fun and playable. We experimented a lot with the ball speed during our development to find a speed that was challenging but still enjoyable for the end user.

NP: What are the factors that go into making a pitcher better or worse?
MS: Some pitchers, like Pedro Martinez, have better control than others and may have more dominant pitches in their arsenal, making it much easier to pitch to locations with accuracy and keep the hitters on their toes. But even Pedro will have a tough time getting batters out if you don't mix up your locations, pitches and speeds.

NP: What is the key to getting a hit?
MS: Timing and discipline are both keys to hitting. Swing too early or too late and you might hit the ball foul or miss it completely. Developing a good eye for strikes and laying off pitches out of the zone will also improve your chances of putting the ball into play and getting runners on base.

When you're up at the plate, you can input a pitch guess to change the shape of the hitting cursor. If the cursor flashes red, your guess is right. Swing away!

NP: And your strategies for fielding?
MS: Getting a good jump on the ball when it's hit will improve your chances at getting to the ball in time to make the play. If there are runners on base, you'll want to know ahead of time what you're going to do with the ball once you have it in case they try to advance. Also, if you can get rid of the ball quickly and with your momentum moving towards the base you intend to throw to, you'll have a chance to make some amazing plays gunning down runners on the base paths.

NP: Are there any other hometown traditions that you use in the game in addition to real mascots?
MS: Many ballparks have special celebrations or traditions for home runs, like fireworks or water fountains going off when the home team hits one out. Some of them even incorporate the mascot into the celebration like Bernie Brewer sliding down the giant slide in Milwaukee. We also have the signature fountains going off at Kauffman Stadium, home of the Kansas City Royals, and the train at Astros Field in Houston. However, our personal favorite is the splash-hit at San Francisco. Try to hit a home run on the right side there and check out the action in the Bay!

ALL-STAR BASEBALL 2003

Hot on the heels of All-Star Baseball 2002, Acclaim Sports presents All-Star Baseball 2003 with updated rosters for the 2002 season and a handful of new features. Create a team from scratch or start with an established winner and head for the top of the standings.

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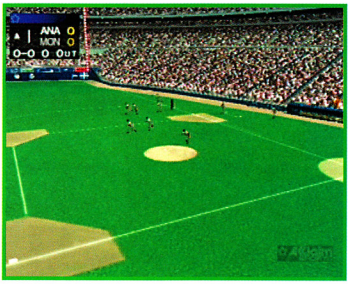
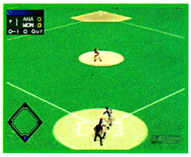
THE SUMMER CLASSIC RETURNS TO NINTENDO GAMECUBE





Intuitive controls and a quick pace make All-Star Baseball 2003 a pick-up-and-play gem for up to four players. Pitching, batting and fielding are all solid in design. Updates from the last edition include Donruss trading cards that you can earn as you play and an Expansion Mode that allows you to establish a new MLB team.

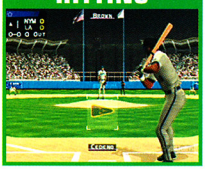
GO TO THE SHOW

At the core of every good baseball game are its pitching, hitting and fielding controls. All-Star Baseball 2003 offers easy-to-learn controls in all three areas, along with optional aids, such as automatic fielding and easy batting.

PITCHING

The game's pitching controls are simple. Each pitch is assigned to a button. Press the button to select the pitch, then press A to send the ball to the plate.

HITTING



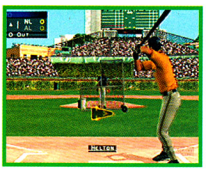
The hitting interface features a contact bat icon and a power icon that you can see with a tap of the B Button. Line up the icon with the ball and swing away.

FIELDING

When the ball is in the air, a landing indicator appears on the ground. You can guide the fielder to the spot or let the computer do it with automatic fielding.

TAKE AN ALL-STAR BREAK

All-Star Baseball 2003 features the two most popular All-Star week festivities: the All-Star Game and the Home Run Derby. Take a break from season play and spend some time with the stars.



The All-Star Game takes place in the 2002 venue (Miller Park in Milwaukee) and features most of the players who participated in 2001. You can elect different players to the teams by using the Customize option.

FEATURING DEREK JETER

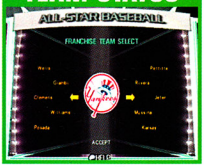
MAN IN THE MIDDLE

Superstar Shortstop Derek Jeter has played a huge role in the recent success of the New York Yankees. Since Jeter's 1996 Rookie of the Year season, he has maintained a .320 batting average and has led the Yankees to the World Series five times. In 2000, Jeter was the first player ever to be named the All-Star Game MVP and the World Series MVP in the same season.

OWN AND OPERATE AN MLB FRANCHISE

The Franchise option allows you to manage all aspects of team development with an existing team or your own expansion squad. After a 20-year run, you can retire with rings for all of your fingers and toes.

TEAM STATUS

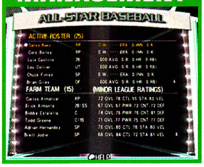


The Franchise section's main menu gives you the ability to monitor game day conditions, check the standings and play your next game.

DRAFT

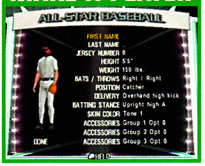
If you like the team but want new players, you can draft from scratch. Every player is rated with a letter grade. Start with the "A" players and work down.

MANAGEMENT



Change your lineup and your pitching staff, pull players from the waiver wire and bring players up from the farm team—it's all part of team management.

MAKE A PLAYER

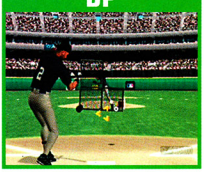


The team management section includes an option to create your own player, starting with his name and finishing off with his playing attributes.

CHECK OUT THE SPECIAL FEATURES

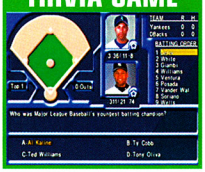
The game's Special Features area includes several miscellaneous options, with chances to show off your batting skills and your command over baseball trivia. You can also change team rosters, study statistics, view the game credits and change game options that relate to sound and saved data.

BP



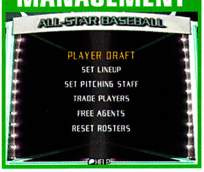
The batting practice option allows you to place any player into any stadium and take some cuts—perfect swing timing and to test park dimensions.

TRIVIA GAME



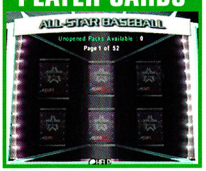
Test your knowledge of MLB trivia in three baseball-related game formats. A correct answer scores a hit. A wrong answer is counted as an out.

MANAGEMENT



You can shake up team rosters and keep up with real-life moves by using the team management option. Start fresh with a draft, change lineups or make trades.

PLAYER CARDS



Your baseball heroics will earn you points toward the acquisition of trading cards. The better you do on the field, the more packs of cards you will earn.

BASEBALL AT A GLANCE

Compare features for three GCN baseball games. All-Star Baseball 2003 and Home Run KING feature 2002 MLB rosters.

	EXPANSION	CREATE A PLAYER	PITCH PREDICTION	BATTING PRACTICE	PLAYER CARDS	HOME RUN DERBY	ADJUSTABLE ASSISTANCE	STATISTICS	TRIVIA GAME	NUMBER OF PLAYERS
ALL-STAR BASEBALL 2002	✗	✗	✗	✓	✗	✓	✗	✓	✗	4
ALL-STAR BASEBALL 2003	✓	✓	✓	✓	✓	✓	✗	✓	✓	4
HOME RUN KING	✗	✓	✓	✗	✗	✓	✓	✓	✗	2

PLAY BALL!

The All-Star Baseball series has the edge over Home Run KING in its variety of features, including trading cards and a trivia challenge, but the Sega Sports game leads in playability and its handle on baseball basics. All three games offer pick-up-and-play accessibility for casual players and in-depth features for hard-core baseball fans.

NBA 2K2

Sega's critically acclaimed basketball franchise makes its way to the Nintendo GameCube in NBA 2K2. With complete NBA rosters, tons of play options and the smartest AI in basketball, NBA 2K2 is ready to drive the lane and send it down with two hands, baby!

EVERYONE E CONTENT RATED BY ESRB

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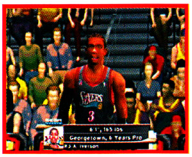
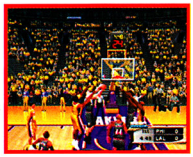
2 K TOO MUCH!





For real-life basketball action, look no further than Sega's NBA 2K2. You can start a single game, a season or an entire franchise (complete with draft picks and player signings) and play as any NBA team you choose. You can also set up a tournament with up to 16 teams, jump straight to the play-offs or take on your buddies in a hard-nosed game of street ball. It's got more options than Rasheed Wallace has fouls!

HIT THE HARDWOOD

Before taking on the kings of the court, spend some time in the gym honing your skills. Practice Mode is fantastic—it will actually explain what you're doing wrong and show how to correct it.

There are three options in Practice Mode—Standard, Scrimmage and Free Throw. Standard gives you tons of helpful play tips, Scrimmage lets you play a friendly game against your teammates and Free Throw allows you to practice your touch from the charity stripe.

QUEST FOR THE BEST

The NBA play-offs are the epitome of challenge. Only the best will survive the grueling 82-game season and advance to the finals—or you can skip the season and head for Playoff Mode.

Eight teams from each conference (Eastern and Western) duke it out in Playoff Mode. There are four rounds, including the NBA Finals, and you can set each round to a one-, three-, five- or seven-game series. If you want to create a bigger dance, check out Tourney Mode.

MANAGING, GENERALLY

Some games let you create players—NBA 2K2 lets you create entire teams. You'll need to give them names, nicknames and uniform logos.

Created teams are staffed by preexisting NBA players, and there are no salary cap limitations. Create a dream lineup, or challenge yourself with a team of rookies.

Teams need players, so why not make your own? You can choose from dozens of faces, hairdos and body types, then tinker with their stats until you're satisfied.

HIT THE STREET NP

If you want a break from the button-down world of the NBA, take to the street. You can play with anywhere from two to five men per team, in such exotic locations as the neighborhood park and the local rec center. Street Mode allows more dunks, more fancy moves and greater leeway when it comes to fouls and other penalties.

LEARN FROM THE PROS

NP sat down with NBA 2K2 developers to learn thier favorite teams, players and tips. Joining us in the hoops roundtable are Project Manager Rob Jones (favorite team: Boston, favorite player: Allen Iverson), Lead Game Designer Derrick Aynaga (favorite team: Sacramento, favorite player: Steve Nash), Assistant Project Manager Kyle Lai-Fatt (favorite team: Miami, favorite player: Eddie Jones) and Game Designer Jeremy Tiner (favorite team: Golden State, favorite player: Danny Fortson).

Rob: One of the best strategies is taking your man one-on-one. Use Post Isolation or Isolation plays that get your best wing man against a lesser defender. I tend to take teams with strong post men so I can dominate the inside game. Players like Duncan, Shaq, Webber and Wallace are extremely dominant in the post. The drop-step move is critical with those players, but its effectiveness is limited by where you perform it. Doing a drop-step near the baseline, for example, never seems to work. I drop-step when I have a lesser defender on a good post-up player and plenty of room to operate. You can also go one-on-one when you are on the wing in an open court. I use the standing crossover dribble to create separation and get around my defender.

Derrick: We wanted to make jump shots more strategic, since not many basketball games have done so. So in NBA 2K2 you don't want to race down the court and start firing up jumpers. The best way to get wide-open looks in the half-court is to draw the double team and kick the ball back to the open man. Two ways to draw a double team are posting up and driving the lane. (Be sure to use a big player when posting up. The AI won't apply the double team unless the scoring threat is legitimate.) You should also be aware that posting up and driving the lane can often give you great shooting opportunities, so you should pass to a spot-up shooter only if you think the drive or post move will be heavily contested.

Kyle: One of the advanced moves added to NBA 2K2 is the ability to steal passes. In the past, you didn't have to worry about defenders when passing from one man to another, but now you must be much more careful and selective when running your offense. To steal a pass, simply position yourself in or near the passing lane and press the B Button when the ball handler begins his pass animation. If timed correctly, your player will reach out and swipe the ball away, creating a fast break opportunity. One of my favorite techniques involves taking control of an off-ball defender and roaming the passing lanes. I usually choose a guard since they are often the fastest players and usually have high steal ratings.

Jeremy: In NBA 2K2, you have to spend as much time on your defensive game as you do on your offensive game. The CPU is smart and will take advantage of defensive mistakes. Always try to stay between your man and the basket. Use the L Button to go into a defensive stance—it prevents easy drives to the hoop and puts you in position to challenge or block a shot. But just like the real NBA, our game features zone defense as well as man-to-man. A zone defense places each defender at a certain position on the floor, rather than on one particular opponent. Try using a zone on teams with a strong inside game like the Lakers and the Spurs. Also, try calling a 3-2 zone against a good outside shooting team such as the Bucks.

BASKETBALL AT A GLANCE

How do the GCN basketball titles stack up? Use our handy list to decide which is right for you.

	FRANCHISE MODE	FULL NBA SEASON	CREATE A PLAYER	C-STICK PASSING	ARCADE MODE	STREET MODE	PLAY CALLING	TRICKY MOVES	UNLOCKABLE EXTRAS	
NBA COURTSIDE 2002	✗	✓	✓	✓	✓	✗	✓	✗	✗	
NBA STREET	✗	✗	✓	✗	✗	✓	✗	✓	✓	
NBA 2K2	✓	✓	✓	✗	✗	✓	✓	✗	✗	

THE BUZZER BEATER

It's never too late for a new NBA game, especially not one as well-made as NBA 2K2. While the graphics lack the polish of NBA Courtside, the game's AI is so good you'll swear you're playing against a human opponent. If you're a stickler for realism and demand a true-to-life NBA experience from your cagers, then check out NBA 2K2.

NFL BLITZ 20-02

Midway's signature series gets a makeover for the Nintendo GameCube, and the results are nothing short of astonishing. NP took the new game through its paces by simulating this year's Super Bowl between the New England Patriots and the St. Louis Rams.

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OUCH, THAT'S GOTTA HURT!

Blitz fans will immiediately notice that the game has received a significant upgrade in the graphics department—including the accuracy of stadiums. Luckily, those pretty faces won't stay pretty for long, as you can still smash your opponents with a variety of bone-jarring hits. There are four modes in Blitz—Quickplay, Exhibition, Season and Tournament—as well as a special collection of unlockable NFL highlight films.

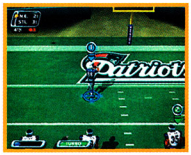
SUPER BOWL XXXVI: THE REMATCH

The Rams, still bitter over their last-second defeat, have challenged New England to a rematch, Blitz-style. Being true patriots, the champs readily accepted.

The first quarter ended with St. Louis up 7-0, thanks to the Rams' great defense. Tom Brady spent most of the quarter eating turf, while Warner passed with impunity.

The game was knotted at 14 at halftime. Tom Brady went 8-9 with 171 yards and two TDs, but St. Louis had an astonishing eight sacks. It was a real barn burner!

St. Louis pulled away in the third, thanks to Warner's deep downfield passes and a suffocating defense. The Rams took a commanding 24-14 lead into the fourth.



The Pats stormed back in the fourth as Brady passed for two TDs in two consecutive plays, but it wasn't enough. St. Louis squeaked out a 31-28 win and reclaimed the title.

FOOTBALL AT A GLANCE

Why look all over for football information when we create these great charts?

	FRANCHISE MODE	CREATE-A-PLAYER	TRAINING MODE	ARCADE MODE	SITUATION MODE	PRO BOWL	QB CHALLENGE	UNLOCKABLE EXTRAS	CREATE-A-TEAM	HIGH IMPACT PLAY	FANTASY DRAFT
NFL QB CLUB 2002	✗	✓	✗	✓	✗	✓	✓	✓	✗	✗	✗	
MADDEN NFL 2002	✓	✓	✓	✗	✓	✓	✗	✓	✓	✗	✓	
NFL BLITZ 20-02	✗	✗	✗	✓	✗	✗	✗	✓	✗	✓	✗	

LET THE SMASHING BEGIN

NFL Blitz 20-02 isn't a standard football game, so it's somewhat difficult to compare it to a pure sim like Madden. It's safe to say, if you like your football fast and furious, or if you're looking for a great multiplayer party game, then Blitz will more than fit the bill. Just bring enough ice packs for everyone.

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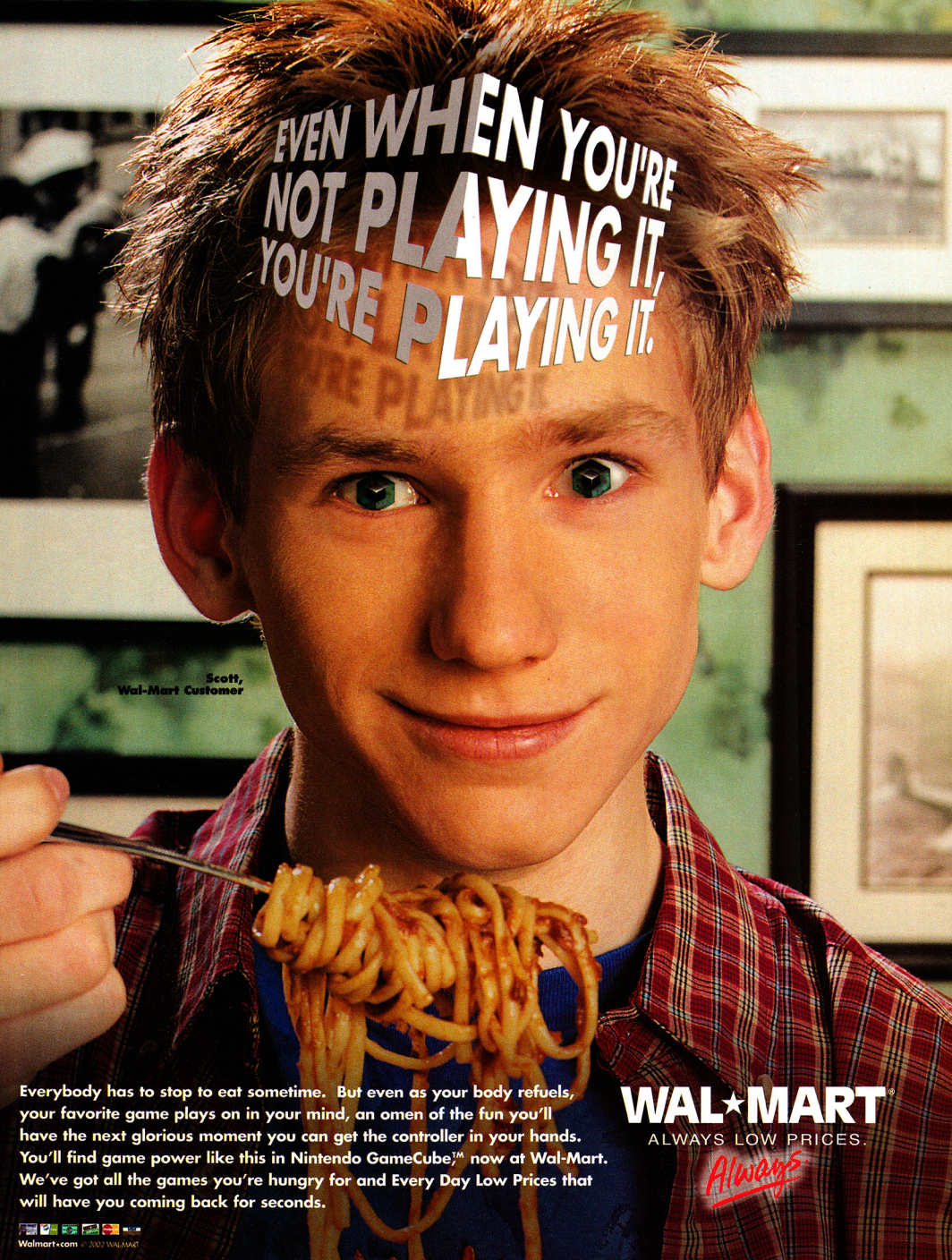

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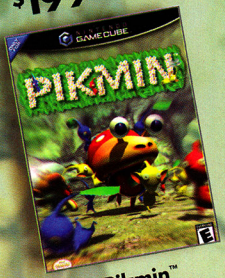

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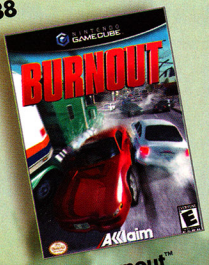

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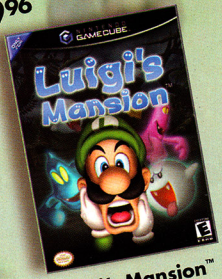

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EPIC CENTER

Join Epic Center as we do our Square Soft happy dance and welcome the creators of Final Fantasy, Chrono Trigger and other amazing RPGs back to Nintendo! We've also got tons of other RPG goodness this month, including Lost Kingdoms, Skies of Arcadia, Tomato Adventure and an Epic Tactics blowout for Harvest Moon 64.

EPIC NEWS

Fun Squared

Square Soft Co., creator of the most popular RPG series in video game history (Final Fantasy), has agreed to rejoin the Nintendo world after a five-year hiatus. To be accurate, Square itself will not be developing titles—instead, a new company co-owned by Square and Final Fantasy developer Akitoshi Kawazu will create games for Nintendo systems. The new game company, tentatively called Game Designers' Studio, will be financed through Fund Q, a special coffer set up by Nintendo president Hiroshi Yamauchi. Companies that accept Fund Q money agree to develop games that use the linking feature between GBA and GCN, so get ready for linkable RPGs! This is the biggest RPG news to hit Nintendo in some time, and we'll keep you up to date on any new, confirmed developments. If you've never experienced Square's magic for yourself, we've created a history of the company's Nintendo titles on the next page.

The Skies Are Falling

A developer has been announced for Sega's newest Nintendo GameCube RPG, Skies of Arcadia. The title, a port of the Dreamcast game of the same name, will be developed by Point of View. The development house previously worked on SpyHunter and Smashing Drive for the GCN, as well as Brunswick Circuit Pro Bowling and Ready to Rumble Boxing for the N64. Skies of Arcadia was one of the most popular RPGs on the Dreamcast and was critically lauded for its creative battle system, huge worlds and depth of character. Skies should hit North America by the end of the year.

The World Was Not Enough

Last month we promised you an interview with Yoshihisa Tomita, lead designer of the upcoming Nintendo GameCube RPG Evolution Worlds. Because of Square's surprise announcement, and the fact that a brand-new RPG (Lost Kingdoms) dropped onto our desks like a bolt from the blue, we've delayed the interview for one month. We'll print the interview, artwork and screen shots—all NP exclusives—in the next issue. In the meantime, turn to page 92 for a sneak peek at Lost Kingdoms.

Fruity

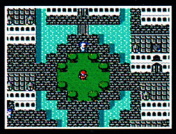
What's the latest RPG craze to hit Japan? Would you believe it features fruit? Tomato Adventure, which launched in January, is the story of a child who is charged with saving the Ketchup Kingdom from the forces of evil. The game sports clever locations, cheery graphics, a unique battle system that uses timed button taps to manipulate weapons such as yo-yos and magnets, and plenty of tomatoes, natch. There are currently no plans for a North American release.

A BRIEF HISTORY OF SQUARE

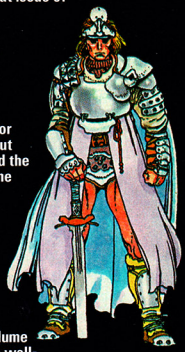
The Games Are the Thing

Few companies have the kind of reputation within a genre that Square has earned when it comes to role-playing games. If you ask RPG nuts for a list of their top three games, it's a good bet that one of the following titles will be there. It's been five years since we've seen Square on a Nintendo system, and in that time the company has released four new Final Fantasy games, a sequel to Chrono Trigger, a game about getting into barfights (The Bouncer) and a feature-length film called *Final Fantasy: The Spirits Within.*

Final Fantasy—Released for the NES in May, 1990



Final Fantasy and Dragon Quest (known as Dragon Warrior in North America) were the first RPGs to make people stand up and take notice. FF built upon a number of gaming concepts that are still used today, including magic points and the ability to customize a party with different classes. Final Fantasy was a huge game by NES standards. In fact, Volume 17 of Nintendo Power covered nothing but Final Fantasy—we even went so far as to remove the monthly columns so we could squeeze in more strategy. It is the only game ever made to hold that distinction, and that issue of NP, though no longer available, is still requested with some regularity.



Final Fantasy II—Released for the Super NES in November, 1991

The sequel to Final Fantasy was released three months after the Super NES hit the North American market, and it helped solidify the Super NES's reputation as THE machine to own for RPG fans. Final Fantasy II took up where the original left off in terms of game play and feel but added improved graphics, a larger quest and hours of truly incredible music. FF II also marked the first appearance of Cid, a character who has since appeared in every Final Fantasy title in one form or another.

Secret of Mana—Released for the Super NES in October, 1993

Square broke with tradition in Secret of Mana, eschewing the turn-based, party-oriented battle system of its previous titles for a real-time, overhead fighting system similar to The Legend of Zelda. The change allowed multiple players to fight evil at the same time, and the three-player mode in Secret of Mana quickly became a fan favorite. It made NP's cover in Volume 54, and though it never achieved the legendary popularity of its Final Fantasy cousins, it was well-received enough to warrant a follow-up title called Secret of Evermore.

Final Fantasy III—Released for the Super NES in October, 1994

Final Fantasy III convinced gamers the world over of the power of a well-written story with dynamic, complex characters. It was also the first game in the series with multiplayer capabilities—two people could join up and fight together, but only in the battle sequences. The game never made the cover of Nintendo Power (what a crime!) but it was covered extensively throughout 1994 and 1995. The title is now quite difficult to find, and copies of the game have sold for obscene amounts of money during online auctions. If you still have a copy, consider yourself one of the lucky few—then break out your Super NES and relive the magic all over again!

Chrono Trigger—Released for the Super NES in August, 1995

Considered by many to have the best battle engine of any RPG, Chrono Trigger represented a meeting of the minds among some of the best in the business. Yuji Hori—the lead designer of Dragon Warrior—oversaw the story and game design, while Akira Toriyama—the creator of Dragon Ball Z—handled the art direction. Chrono Trigger was an RPG of amazing depth and replayability, and even included 13 different endings! A sequel to Chrono Trigger was released on the Playstation, but without the contributions of Hori and Toriyama.

Secret of Evermore—Released for the Super NES in October, 1995

The sequel to Secret of Mana added spectacular graphics and music and took gamers through one of the longest quests in recent memory. While it retained the overhead view, Evermore paired you up with a loyal dog who stayed by your side for the entire quest—albeit in various forms. Current NP writer George Sinfield, who worked for Square at the time, was the Associate Producer and wrote most of the screen text for the North American version. When Square closed its North American office, George took the E from the Square sign in the lobby—it sits on his desk to this day.

EPIC TACTICS

HARVEST MOON 64™

The N64's only farming RPG gets the Epic Tactics treatment this month. We'll dig up all the dirt you need on wooing wives, receiving recipes and procuring photos. Yeeee-haw!

A WIFE FOR LIFE

While you don't have to get married, it's an important aspect of the game. Each girl has specific likes and dislikes, but there are a few tips that apply to all potential mates. Bring them presents EVERY DAY (especially on birthdays) and try to make friends with their rivals. You can woo multiple women at the same time (don't ever try that in real life!), but they may get angry at each other. Once you're married, you can encourage the other girls to wed by giving gifts to each girl and the rival who likes her.

Maria

Birthday: 11th of Winter

Where to Find Her: In the daytime, try the library or the woods by the carpenter's hut.

Rival: Harris the mailman

Likes:
Books, cabbages, insects

Dislikes:
Dogs

Maria is one of the easiest girls to woo. Go to the library every day and read some books (press B while standing next to the bookcase). Also bring her cabbages and bugs. Maria is the daughter of the mayor, so it wouldn't hurt to get in good with him and his wife. Maria can be found in the Town Square during Fireworks Night and at the church during the Starry Night Festival.

Ann

Birthday: 14th of Summer

Where to Find Her: In the daytime, check the Green Ranch (including the barn), the forest and Rick's tool shop.

Rival: Cliff (the guy with the bird)

Likes:
Animals, wool, your dog, corn

Dislikes:
Nothing in particular

Ann is the most easygoing of the girls, but you'll need to win over her grumpy brother—which will take some doing. Bring her animals every day and be sure to take good care of your own livestock. Ann will like you more if you win the horse and dog races. She really likes wool, but that's an expensive gift. She can be found at the ranch during the Fireworks Festival and at church during Starry Night.

Elli

Birthday: 1st of Fall

Where to Find Her: In the daytime, look in the bakery, the flower shop or the woods.

Rival: Bakery owner

Likes:
All bakery items, eggs, milk, fish

Dislikes:
Squirrels, bugs

Elli spends most of her time selling baked goods or taking care of her grandmother. She really likes it when you purchase items from the bakery. Become good friends with the bakery owner and her grandmother to raise Elli's interest. She can be found at the bakery during the Fireworks Festival and in the church during Starry Night.

Popuri

Birthday: 22nd of Spring

Where to Find Her: In the daytime, try the flower shop, the ranch, the bakery or the top of Moon Mountain.

Rival: Ann's brother

Likes:
Flowers, flowers and flowers! Also cake

Dislikes:
Bugs

Popuri is a cheap date—you can simply bring her flowers every day. She also likes it when you plant flowers on your farm. Her feelings are easily hurt, so always compliment her when she asks you a question. She will be really impressed if you grow the Blue Mist Plant (see the Photo Album section on the following page). She can be found on Moon Mountain during most festivals.

Karen

Birthday: 29th of Winter

Where to Find Her: In the daytime check the vineyard, beach or woods. At night, try the bar.

Rival: Kai (the vineyard worker)

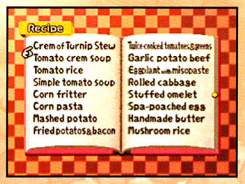
Likes:
Veryberries, wild grapes

Dislikes:
Your dog, fish

Karen works at the bar most nights, which is convenient since you can do chores in the daytime and still woo her at night. To really impress her, buy lots of drinks at the bar then outdrink her at the New Year's Festival. Karen loves to dance, so be sure to choose her as a dance partner. If you don't make friends with her, she may leave town. Look for her at the beach during festivals.

RECIPE CHART

You can earn recipes by giving food to the villagers. If you aren't friends with some people, you may need to give them many gifts before they'll fork over a recipe. Also note that some people will claim to give you one recipe but actually give another. To find out which recipes you have, build a kitchen and look at the chart on the wall.



Key

- Spring
- Summer
- Fall
- Winter
- Various Seasons

Recipe	How to Obtain It
Rolled Cabbage	Give Maria a cabbage.
Fried Potatoes and Bacon	Give the mayor a potato.
Garlic Potato Beef	Give Harris (the mailman) a potato.
Mashed Potatoes	Give Ann a potato.
Potato Pancakes	Give May (the little black-haired girl in a red dress) a potato.
Turnip and Cabbage Preserves	Give the old man on Moon Mountain a turnip.
Cream of Turnip Stew	Give the mayor's wife a turnip.
Veryberry Wine	Give Kai a veryberry.
Corn Fritters	Give Ann's father some corn.
Corn Pasta	Give Popuri's father some corn.
Tomato Cream Soup	Give the buyer (the man who picks up your crops) a tomato.
Simple Tomato Soup	Give the priest a tomato.
Tomato Rice	Give Karen's mother a tomato.
Twice-Cooked Tomatoes and Greens	Give Popuri's mother a tomato.
Walnut Cake	Give Elli's grandmother a walnut.
Eggplant with Miso Paste	Give the midwife an eggplant.
Char Stuffed with Mushrooms	Give one of the carpenters (not the boss) a regular mushroom.
Mushroom Rice	Give the second carpenter (not the boss) a regular mushroom.
Mushroom Salsa	Give one of the Harvest Sprites a regular mushroom.
Hot Spicy Wine	Give the bartender a wild grape.
Steamed Clams with Wine	Give Karen's father a wild grape.
Strawberry Champagne	Give Karen a strawberry.
Strawberry Dog	Give Stu (the little boy with black hair) a strawberry.
Strawberry Jam	Give Popuri a strawberry.
Bread Pudding	Give Elli an egg or some milk.
Spa-Poached Eggs	Give Kent (the little boy with brown hair) an egg.
Stuffed Omelet	Give Ann's brother (the grumpy guy with a cap) an egg.
Cinnamon Milk Tea	Give the bakery owner an egg or some milk.
Handmade Butter	Give Rick some milk.
Herb Rice Cake	Give the old woman on Moon Mountain an edible herb.
Miso Soup with Sprouts	Give the man who runs the Potion Shop an edible herb.
Sesame Dandelion Greens	Give the craft store owner (the old man next to Rick's shop) a medicinal herb.
Fried Char	Give the fisherman a large blue fish.
Grilled Trout with Cheese	Give one of the carpenters a fish.

PHOTO ALBUM

Use the list below to see how to obtain all the known photographs in the game. View photos by choosing "An Album" from the book next to your bed. It's almost impossible to get every photo in one game, so you may need to play multiple times.

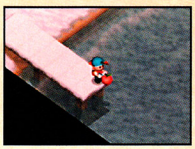
Photo	How to Obtain It
Ann Photo	Become good friends with Ann, then accompany her to the mountains to see the rare Pika Bunny.
Cow Festival	Win the Cow Festival (you'll have better luck if you take a cow that has already given birth), then keep the winning cow outside. Some girls will show up and take the cow's picture.
Dog Race	Win the local Dog Race.
Elli Photo	Become good friends with Elli, then wait at the farm on the 9th day of fall.
End-of-Game Party	If you have a wife, a child, every home extension and lots of friends by the first day of summer during the third year, your father may give you a picture.
Home Extensions	Have the carpenters build every home addition, including the greenhouse.
Horse Race	Win the local horse race.
Hot Springs	Help the carpenters construct the hot springs in winter of the first year.
Karen Photo	Become friends with the bartender and talk to him until he gives you a bottle of wine (it will take a few weeks). Talk to the Harvest Sprites until they notice the wine, then throw a vegetable into the pond to the left of the carpenter's hut. A fairy will appear and ask if you want to revive the vineyard. Say yes, then wait for fall. If you are good friends with Karen, she will ask you to watch some dancing fairies.
Maria Photo	Become good friends with Maria, then accompany her to the mountains during the Firefly Festival.
New Baby	Have a child.
Planting Festival	Become King of the Planting Festival. It is a random event, so you may need to play for a number of years before it happens.
Popuri Picture	Buy the Blue Mist Seeds during the spring Flower Festival. Popuri will take you to the mountains and plant them for you. Water them every day until the flower blooms, then keep watering them until the explorer takes your picture.
Sea Festival	Win the Sea Festival swimming contest.
Wedding	Get married to any girl you choose.
You and Grandpa	Begin a new game—the photo will appear automatically.

POWERBERRIES

Powerberries increase your total stamina, which allows you to work longer hours without getting tired or sick. Try to collect them as early as possible.

Powerberry Locations
Buy one for 1,000 gold from the black-clad salesman at the Flower Festival.
Win the Egg Festival.
Dig one up in the mine.
Dig one up on your farm.
Before doing any work, go to the pond to the left of the carpenter's hut, toss in a vegetable and ask for strength.
Throw a big blue fish into the pond next to the fisherman's tent.
Fish off the dock on the beach until you catch a powerberry.
In winter, walk on the frozen pond next to the fisherman's tent and break the boulder with a Golden Hammer.
If you become friends with Popuri's dad (the flower shop owner), he may bring you a berry.
Plant one plot each of Cat Mint Flowers and Moondrop Flowers. Wait until Stu comments on them, then plant four more plots of each. Stu will return and trade a marble for some flowers. Take the marble to the Harvest Sprites and exchange it for a powerberry.

Most of what the salesman has to offer is a rip-off, but his Power Nut is actually a powerberry.

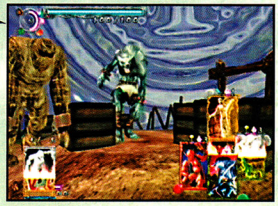


You'll need to fish for quite a while to get the berry. Make sure you stand on the far edge of the dock.

EPIC PREVIEW

Late one night, a mysterious package appeared at the Epic Center office. Inside was a game of such intrigue and beauty that we had to shuffle our page count just to bring it your way. Get ready to enter the world of Activision's Lost Kingdoms.

LOST KINGDOMS™



LOST IN A FOG

Formerly known as Rune, Lost Kingdoms has been rumored to be coming to North America for months. So when Activision suddenly announced a late-spring release date, we knew we had to take the title for a spin—and the game doesn't disappoint. The story of Lost Kingdoms revolves around a princess named Katia who is charged with saving her people from a hideous black fog filled with terrible creatures. If Katia fails in her mission, her kingdom and all the world around her will be enveloped by the darkness.

IN THE CARDS

Katia's only weapons are cards that allow her to summon creatures into battle. Some monsters simply appear in front of Katia and attack with a quick sword thrust or spear attack, while some are completely independent and roam the battlefield in search of prey. A third type of card will allow Katia to transform into a monster and inflict massive amounts of damage. All battles are in real-time,which means you'll need quick reflexes and on-the-fly strategy. Many monsters, such as skeletons and hobgoblins, are RPG mainstays, but there are plenty of incredible creatures to turn your head. With over 100 cards to track down and collect, Lost Kingdoms promises to keep players hopping. It also has a two-player mode that lets you use your decks to battle a friend. Look for extended Lost Kingdoms coverage next month.

E-MAIL US

Square! Square! Has there been bigger news in the RPG world recently? We can't think of any. Let us know your thoughts about the news, and feel free to talk about your favorite Square moments.

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Mild Violence

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The revered series of strategy RPGs debuts on the Game Boy Advance with a sprawling adventure from Atlus USA worthy of its Ogre Battle heritage.

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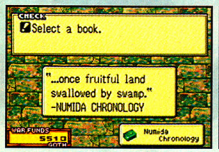
A New Saga Begins

The central adventure in Tactics Ogre: The Knight of Lodis tells of a young soldier's experiences in the land of Ovis. The game eases you in to the battle system and game mechanics—which will feel familiar to fans of previous Ogre Battle titles. After your second battle, you'll be able to press the R Button to bring up the Organize, Training and Shop options. Use the Training option to strengthen your characters.

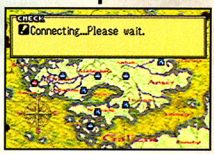
Tactical Missions

The Quest



Select Quest Mode from the main menu to access the Quest, Vs and Exchange options. Once you've collected a book in your travels, you can pay a fee to take the book's challenge. If you meet the goals you set for yourself, you may reap great rewards.

The Linkup



You can link up with another player who has a Game Boy Advance and Game Pak for five-character battles in Vs Mode. In Exchange Mode, you and a friend can swap items, spell books and characters.

Elements of Power

Early on, you will answer questions to determine some of your characteristics. Every character in the game has certain powers, abilities and status that you'll need to consider when playing with or against them.

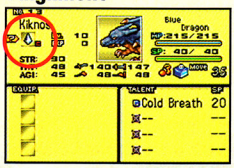
Class

Characters fall into several Class categories. Males, Females and Dragons can change their Class within a particular category—for example, a Female may start as a soldier, then become a Witch or a Ninja when her stats change. The chart details the requirements for changing Classes. Different Classes have different abilities, so try to keep a variety in your party.

Elements

All characters, most terrain and some spells favor one of six elements. Each element has an opposite—Earth vs. Wind, Fire vs. Water and Virtue vs. Bane. You can repel an elemental attack by using its opposing element.

Alignment



Three types of character alignments exist—Lawful, Chaotic and Neutral. Alignments are taken into consideration for Class changes and are preset.

CLASS CHANGE REQUIREMENTS

Class Name	Gender	HP	MP	STR	INT	AGI	ALI	Emblem	Notes
Ninja	M/F			36		37			
Archer	M/F					37			
Wizard	M/F		16		26		N/C		
Cleric	M/F		18		28		L/N		
Knight	M/F			51		53	L/N	Knight's Certificate	
Priest	M/F		76		96		L/N	Heavenly Spirit	Defeated at most 10 enemies
Ghost	M/F								Transmigrates when Necromancy is cast upon an incapacitated character
Angel Knight	M/F	215	66	89	81	88	L	Archangel's Feather	Chance of transmigration when incapacitated; higher chance at high biorhythm
Lich	M/F		118		134		C		Becomes incapacitated when Ring of the Dead is equipped
Swordmaster	M			95		111		Book of Initiation	
Dragoon	M	215		109		94	N/C	Dragon's Scale	
Warlock	M		78	90	76		L/N	The Pen and the Sword	
Beast Tamer	M	142		34					Defeated at most one beast
Valkyrie	F			38	41		L/N	Lancer	
Siren	F		60		60			Philosopher's Stone	
Witch	F		38		35		N/C	Vixen's Whisper	
Dragon Tamer	F	140	12						Defeated at most one dragon
Thunder Dragon	D								Element Wind
Red Dragon	D								Element Flame
Earth Dragon	D								Element Earth
Blue Dragon	D								Element Water
Mushus	D	259		130		69	L		
Naga	D	259		130		69	N		
Vrtra	D	259		130		69	C		
Dragon Zombie	D								Transmigrates when Necromancy is cast upon an incapacitated dragon

M=Male F=Female D=Dragon HP=Hit Points MP=Magic Points STR=Strength INT=Intelligence AGI=Agility ALI=Alignment L=Lawful N=Neutral C=Chaotic

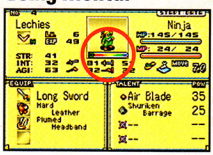
Basic Tactics

Many variables enter into a typical battle in Tactics Ogre. Take care when entering a battle—don't rush your moves, or you may meet an untimely demise. Be sure to check on the opposing army and take the time to organize your own troops.

Condition Yourself

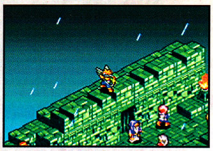
Notice the Winning Condition at the start of the battle—you don't always have to defeat the entire opposing party. If you know the condition, you can focus your attacks. Attack from behind to avoid a counterattack. Use your party to surround enemies, then attack them when they can't escape. Have troops with long-range weapons attack from a distance, and equip troops with both long- and short-range one-handed weapons.

Going Mental



The rainbow-colored meter beneath each character is a Mental Gauge, or biorhythm, which reveals the character's state of mind. Use it to determine your ability to attack, defend and persuade others when assigning troops to battle.

Crazy Terrain



Some characters are better suited for certain types of terrain. Keep in mind that long-range weapons are best used from high areas and that it's harder to move uphill than downhill. Water will slow you down.

Essential Objects

Many powerful items exist in the Tactics Ogre universe, some of which you can purchase, others of which you'll take from enemies. You may also discover or earn objects during battles.

Emblems

You will collect Emblems after accomplishing certain feats, big and small. Emblems can bestow abilities to the character who holds them, and many Class changes require specific Emblems. The chart to the right shows how to acquire all 32 Emblems. Not all Emblems are available to all Classes of characters.

Items

Different weapons and armor are available, depending on a character's Class. Expendable items, such as Resurrection Altars and Healing Leaves, are available to all players, and most characters come equipped with a few items from the start. You can buy many items in the shops. You'll need their power early on when your characters are relatively weak.

Spell Books

If you want to cast spells, you need to own the books that contain them. Spells are for sale in shops, and some characters will have them from the start. Not all Classes can equip and use spells, so check before you purchase a spell for your character. You can move spells from one party member to another if you wish, and you should pay special attention to the elemental power of the spells and the characters you want to have use them. Some characters can hold more Spell Books than others.

EMBLEM REQUIREMENTS AND EFFECTS

Emblem Name	How to Obtain It	Effect
Blood Reign	Defeat 25 enemies	Drops the Mental Gauge by one for all enemies within three panels of the character
Dragon's Scale	Defeat five dragons	One of the prerequisites for the Dragoon Class. 50% penalty when persuading beasts
Animal Hunter	Defeat five beasts	50% penalty when persuading beasts
Exorcist	Banish five undeads	Drops the Mental Gauge by one for all undead enemies within three panels of the character
The Pen and the Sword	Defeat four enemies with physical attacks, and four enemies with spells/specials	One of the prerequisites for the Warlock Class
Gibe of Fallen Angel	Defeat three enemies with physical attacks when Class is either Cleric or Priest	Alignment leans toward chaos by one level
Lancer	Damage two enemies at the same time with a piercing attack	One of the prerequisites for the Valkyrie Class
Philosopher's Stone	Defeat two enemies at the same time with a spell/special	One of the prerequisites for the Siren Class
Self Preservation	Defeat an enemy with a counterattack	Increases counterattack damage
Berserk	Defeat an enemy at full HP with a single attack from a weapon. An instant-kill is also applicable	Lengthens the period of biorhythm
Arbitration	Succeed in persuading five times	30% bonus when persuading
Vixen's Whisper	Succeed in persuading a Male enemy (Female only)	One of the prerequisites for the Witch Class
Broken Heart	Fail in persuading Female enemies 10 times	Decreases average value of biorhythm
War God	Deliver 200+ damage with a single physical attack	INT -30, STR +30
Knight's Certificate	Perform 15 physical attacks. Attacks from behind or from a distance do not count	One of the prerequisites for the Knight Class
Book of Initiation	Block or evade three physical attacks in a row	One of the prerequisites for the swordmaster Class
Miracle	Block or evade a physical attack when severely wounded (less than 5% of maximum HP)	Increases the probability of a critical hit. Negates the effect of the emblem Bogus Hero
Sniper	Hit targets with bow/crossbow five times in a row	AGI +10
Fist Fight	Defeat a target in battle without having any equipment	Increases bare hand damage
Heavenly Spirit	Use healing spells/specials 20 times	One of the prerequisites for the Priest Class
Don Quixote	Receive damage (more than 2/3 of maximum HP) from a target's counterattack	INT -10
Embodiment of Desire	Pick up buried treasure five times	Increase buried treasure's rank by one
Archangel's Feather	Return to battle with Resurrection spell or Altar of Resurrection, after being incapacitated	One of the prerequisites for the Angel Knight class
The Cycle of Life	Use Reincarnation when in Ghost or Dragon Zombie form. Or, for the main character only, go through the bad ending	Raises the Mental Gauge by one for all undead comrades within three panels of the character
Mark of the Elite	Clear a stage with two or fewer characters in the Attack Team (guest characters count as one character)	Increases level by one
Centurion	Defeat all enemies in a stage. In Vs Battle, the opposing team must consist of at least three characters	STR +20
Charisma	Reach 350 in either STR, INT or AGI	Raises the Mental Gauge by one for all comrades within three panels of the character
Bullpen Ace	Defeat 20 targets in Training	Increases damage by 25% (only in Training)
Bogus Hero	Go up in level 20 times in Training	No critical hits occur
Lucky Soldier	Survive Vs Battle without receiving any damage	Increases average value of biorhythm
Mark of Valor	Achieve the winning condition in Vs Battle	Decreases amplitude of biorhythm
Veteran Soldier	Defeat an enemy in Vs Battle	STR +15, INT +15, AGI +15
Relix's Emblem	Experience all 14 classes. Or, for the main character only, clear the game. (Male only)	Mental Gauge becomes permanently fixed at +2
Ripple's Emblem	Experience all 14 classes. (Female only)	Mental Gauge becomes permanently fixed at +2
Grozz Nuy's Emblem	Experience all eight classes. (Dragon only)	Mental Gauge becomes permanently fixed at +2

STR=Strength INT=Intelligence AGI=Agility

Lodis Lowdown

MAP OF OVIS

OVIS MAP KEY

Town without a Shop Town with a Shop

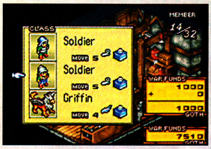
As you win battles, new areas will open on the overworld map so you can continue your quest. Usually, there is a single path to follow to the next battle. You can revisit areas you've already conquered to buy items and soldiers in the shops.

Good Goth!

Goth is the money used in Tactics Ogre. You are awarded Goth for winning battles—Stage 2's payout is particularly large. The best way to earn Goth is to sell unneeded items and spells to the shops, and the only place you'll use the money is in the shops.

Enemies often drop bags after you've defeated them in battle. To collect a bag, move your character to it then make your move. Any bags you don't collect will disappear at the end of the battle. If you don't need the item in the bag, sell it. Try moving around the map to pick up random battles and potentially earn Goth and experience.

Shop Around



Whenever you have a few extra Goth, go to the shops in the cities that have them to pick up better items for your troops. You can even hire soldiers and beasts at the shops! The shops often update their stock, so check back often.

Build Your Army

You can have up to 35 characters in your army. Pick some up in the shops, and try to persuade enemy soldiers to join your side when you can. If a soldier isn't working out, you can dismiss him or her without losing their items.

BURIED TREASURE CHART: Use this chart to identify the type of treasure you will uncover on Stage Maps. The treasure is picked randomly from each group according to your biorhythm level.

GROUP 1			GROUP 2			GROUP 3		
Low	**Medium**	**High**	**Low**	**Medium**	**High**	**Low**	**Medium**	**High**
Scipplay's Staff Short Sword Short Bow Francisca Leather Whip Healing Leaf Magic Leaf Altar of Resurrection	Great Bow Pike Halt Hammer Rapier Leather Whip Long Sword Healing Seed Healing Leaf Magic Seed Antidote Altar of Resurrection	Estoc Claymore Great Bow Trident Battle Fan Leather Whip Healing Salve Magic Salve Altar of Resurrection	Estoc Composite Bow Healing Seed Magic Seed Revive Stone Wisdom Fruit Altar of Resurrection	Claymore Great Bow Healing Salve Magic Salve Antidote Wisdom Fruit Altar of Resurrection Sword Emblem Crown of Intellect Stone of Swiftness Cup of Life Sorcerer's Cup	Trident Healing Essence Magic Essence Angel Fruit Altar of Resurrection Sword Emblem Crown of Intellect Stone of Swiftness Cup of Life Sorcerer's Cup	Healing Seed Healing Salve Magic Seed Magic Salve Wisdom Fruit Coral Harp Savage Bugle Urn of Chaos Mirror of the Gods	Seraph's Plume Sacrificial Doll Healing Salve Magic Essence Spirit Fruit Angel Fruit Orb Coral Harp Savage Bugle Mirror of the Gods Tome of Discipline	Sacred Stone of Bliss Seraph's Plume Sacrificial Doll Spirit Fruit Orb Coral Harp Savage Bugle Urn of Chaos Mirror of the Gods Tome of Discipline

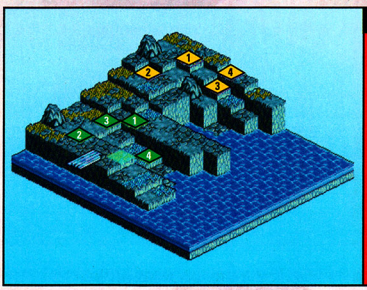
NOTE: You'll need to burn grass or melt snow to uncover some treasures. Such treasures will have the word "burn" next to them on the Stage Maps

1 Lutra Islands

You need to defeat only the leader in the battle. Try to move your character toward the leader before attacking. Your party members won't always focus their attacks on the leader, which may drag out the battle.

You Alone

You will command only your own character in the first battle. The other members of the party will make moves on their own. You'll pick up a few battle tips from your teammates as the battle happens around you.



STAGE BATTLE MAP KEY

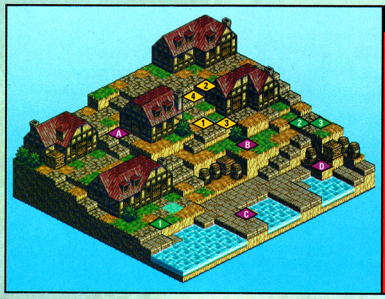
The map shows the starting location of party members and enemies, plus a number that represents their order of attack.

3 Enemy Location

1 Guest Location

2 Port Scabellum

You and Ivanna will seem outmatched at first, but your comrades will soon join in your quest to defeat the leader. As before, your teammates are not in your control and they won't necessarily attack the leader exclusively. Make the leader your priority.



BURIED TREASURE KEY

Port Scabellum is the first battle where you can find buried treasure. Each treasure is marked with a letter—use the key below to determine which group (see pg. 99) the treasure is from. If the callout says "burn," you must burn the area to uncover the treasure.

- A Group 2
- B Group 1
- C Group 1
- D Dragon Shield

Reinforcements

A few moments into the battle, you'll be reunited with your lost friends. They are very powerful and will make quick work of the enemy. You cannot control their movements, but you can still try to cooperate with them.

Hide and Seek

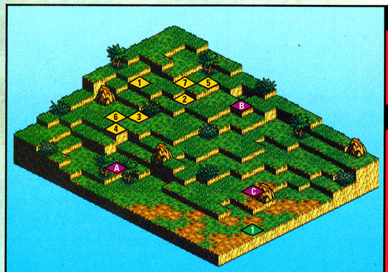
The leader will stay back, out of the fray. She has long-range attacks that can hurt you if you get too close, but you'll need to get close to defeat her quickly. Let the guests take care of her if you're not ready for action.

Take Control

After the second battle, you will be able to control a small party of characters rather than just watch the computer play for your side. You may fight alongside one computer player at times, but you'll have control most of the time. Ivanna will decide to join you, and her strength is helpful.

3 Vespa Hill

Your first battle as a true leader is a good introduction to team management. You must defeat the leader, but your troops won't be able to move very far very fast, so you'll have to keep them moving while they're defending themselves.



BURIED TREASURE KEY

- A Group 2 (burn)
- B Group 2 (burn)
- C Glass Pumpkin

STAGE BATTLE CHARTS

All enemies and guests to your party appear on the chart. Check out their characteristics when planning strategy.

- Enemy Statistics
- Guest Statistics

(L)=Leader L=Lawful Alignment
(M)=Male N=Neutral Alignment
(F)=Female C=Chaotic Alignment

Powers of Persuasion

Ivanna explains that you don't always have to fight an enemy. You can persuade enemies to join your side. Scope enemies out to see which would make good additions to your team. Enemies with high HP aren't likely to join you.

Heal to the Chief

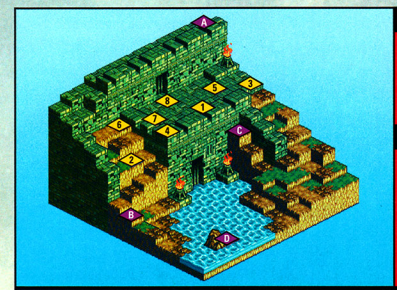
You'll start each battle with full HP and no MP. Magic slowly builds over the course of a battle, so you won't be able to cast spells right off the bat. Include one party member (a Cleric is best) who does nothing but heal your army.

VESPA HILL BATTLE PLACEMENT

No.	Class	Name	Level	Element/Alignment	Movement Type/Option	Defeated Treasure	Equipment	Spells/Special Attacks
1 (L)	Archer (F)	Cressida	5-10	Earth/L	Walking/Semiaquatic	Great Bow	Great Bow/Plumed Headband/Hard Leather	
2	Soldier (M)		3-8	Fire/N	Walking/Wading	Sword Emblem	Long Sword/Hard Leather	
3	Soldier (M)		3-8	Earth/N	Walking/Wading	Healing Leaf	Short Sword/Leather Hat/Hard Leather	
4	Soldier (F)		3-8	Fire/N	Walking/Wading	Crown of Intellect	Short Sword/Leather Hat/Hard Leather/Short Bow	
5	Soldier (F)		3-8	Earth/N	Walking/Wading	Healing Leaf	Short Bow/Leather Hat/Hard Leather	
6	Bandit		3-8	Fire/N	Walking/Semiaquatic	Stone of Swiftness	Francisca/Hard Leather	
7	Bandit		3-8	Earth/N	Walking/Semiaquatic	Cup of Life	Francisca/Hard Leather/Short Bow/Leather Hat	
1	Knight (F)	Ivanna	4	Earth/L	Walking/Wading		Long Sword/Tower Shield/Hard Leather/Transferring Stone	Heal

4 Formido Fortress

Once again, you'll need to defeat only the leader, Grimal. He is heavily armored, and his army will defend him with long- and close-range attacks. Try to surround the leader early if you can to defeat him swiftly.



BURIED TREASURE KEY

- A: Dragon Gem Sword
- B: Group 2 (burn)
- C: Group 1
- D: Group 1

STAGE BATTLE CHARTS

Enemy Statistics

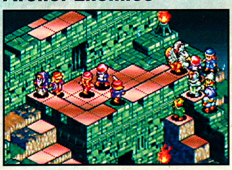
Guest Statistics

(L)=Leader L=Lawful Alignment
(M)=Male N=Neutral Alignment
(F)=Female C=Chaotic Alignment

FORMIDO FORTRESS BATTLE PLACEMENT

No.	Class	Name	Level	Element/Alignment	Movement Type/Option	Defeated Treasure	Equipment	Spells/Special Attacks
1 (L)	Knight (M)	Grimal	6-11	Water/L	Walking/Wading	Chain Mail	Long Sword/Tower Shield/Chain Mail	
2	Soldier (M)		4-9	Water/N	Walking/Wading	Healing Leaf	Long Sword/Leather Hat/Hard Leather	
3	Soldier (M)		4-9	Fire/N	Walking/Wading	Cup of Life	Long Sword/Hard Leather/Short Bow/Leather Hat	
4	Soldier (M)		4-9	Fire/N	Walking/Wading	Sword Emblem	Long Sword/Leather Hat/Hard Leather	
5	Archer (M)		4-9	Water/N	Walking/Semiaquatic	Stone of Swiftness	Short Bow/Plumed Headband/Hard Leather	
6	Archer (F)		4-9	Fire/N	Walking/Semiaquatic	Crown of Intellect	Great Bow/Plumed Headband/Hard Leather	
7	Wizard (M)		4-9	Water/N	Trudging/Wading	Crag Crush	Scipplay's Staff/Robe	Crag Crush/Ice Javelin
8	Cleric (F)		4-9	Fire/N	Trudging/Wading	Cleanse	Scipplay's Staff/Robe	Heal/Cleanse

Archer Enemies



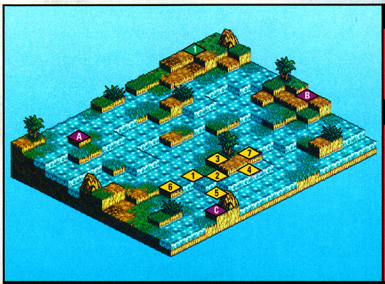
Archers will defend their leader from afar as the battle progresses, and they may even knock you off your perch with their arrows. Have a few troops take the Archers out, or suffer a bit at their hands.

Recover Ease

Another of the leader's troops, a Cleric, may use her Heal spell later in the battle to replenish Grimal's HP. Send some of your troops to take care of her first so she can't support Grimal.

5 Lake Ardea

The Lake Ardea battle arena is extremely watery. Your soldiers may stand knee-deep in water, which could hinder their ability to fight the good fight. You'll begin the battle on high ground—stick to high ground when you can, and defeat all the enemies.



BURIED TREASURE KEY

- A: Group 1
- B: Group 1
- C: Group 2 (burn)

STAGE BATTLE CHARTS

Enemy Statistics

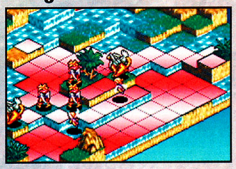
Guest Statistics

(L)=Leader L=Lawful Alignment
(M)=Male N=Neutral Alignment
(F)=Female C=Chaotic Alignment

LAKE ARDEA BATTLE PLACEMENT

No.	Class	Name	Level	Element/Alignment	Movement Type/Option	Defeated Treasure	Equipment	Spells/Special Attacks
1	Hawkman		6-11	Wind/N	Flying/Wading	Sword Emblem	Halt Hammer/Tower Shield/Chain Mail	Thunder Arrow (Level 10+)
2	Hawkman		6-11	Earth/N	Flying/Wading	Crown of Intellect	Halt Hammer/Tower Shield/Chain Mail	Thunder Arrow (Level 10+)
3	Hawkman		6-11	Earth/N	Flying/Wading	Sorcerer's Cup	Halt Hammer/Bandanna/Hard Leather	Thunder Arrow (Level 10+)
4	Fairy		6-11	Wind/N	Flying/Floating	Stone of Swiftness	Bow Gun/Hard Leather	Fairy's Kiss (Level 10+)
5	Fairy		6-11	Earth/N	Flying/Floating	Healing Leaf	Bow Gun/Hard Leather	Fairy's Kiss (Level 10+)
6	Griffin		6-11	Wind/N	Flying/Wading	Savage Bugle		Windstorm (Level 10+)
7	Griffin		6-11	Earth/N	Flying/Wading	Cup of Life		Windstorm (Level 10+)
1	Sorceress	Cybil	6	Wind/N	Trudging/Wading		Wind Wand/Amulet/Spell Robe/Transferring Stone	Thunder Flare/Air Blade

Winged Warriors



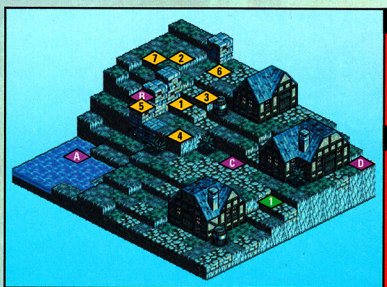
Your opponents are all winged and can move around the battlefield easily. The fairies have small bows, which won't damage you much but will keep the weak creatures from getting too close to your army.

In Too Deep

Water can weaken some characters. Check your characters' stats before you place them on the battlefield. It may be better to stand in front of an enemy on land and risk a counterattack than to attack from behind but be weakened by water.

6 Cape Urodela

Once again, you'll need to defeat only the leader in your next battle, but his warriors will attack you so fiercely, you'll be forced to retaliate. The nighttime battle may be the first in which your characters are outmatched—unless you've taken the time to build their stats in Practice Mode or random encounters.



BURIED TREASURE KEY

- A Hyacinth Fan
- B Group 3 (burn)
- C Group 1
- D Group 1

STAGE BATTLE CHARTS

- Enemy Statistics
- Guest Statistics

(L)=Leader (M)=Male (F)=Female
L=Lawful Alignment N=Neutral Alignment C=Chaotic Alignment

CAPE URODELA BATTLE PLACEMENT

No.	Class	Name	Level	Element/Alignment	Movement Type/Option	Defeated Treasure	Equipment	Spells/Special Attacks
1(L)	Ninja (M)	Sitri	9-14	Fire/C	Acrobatic/Waterwalking	Matsukaze	Matsukaze/Amulet/Flame Leather	Nightmare/Shuriken Barrage
2	Ninja (M)		7-12	Wind/N	Acrobatic/Waterwalking	Healing Seed	Short Sword/Bandanna/Chain Mail	Air Blade/Shuriken Barrage
3	Ninja (M)		7-12	Water/N	Acrobatic/Waterwalking	Altar of Resurrection	Short Sword/Bandanna/Chain Mail	Ice Javelin/Shuriken Barrage
4	Ninja (M)		7-12	Water/N	Acrobatic/Waterwalking	Cup of Life	Short Sword/Bandanna/Hard Leather	Ice Javelin/Shuriken Barrage
5	Ninja (F)		7-12	Wind/N	Acrobatic/Waterwalking	Sword Emblem	Bow Gun/Bandanna/Chain Mail	Air Blade/Shuriken Barrage
6	Ninja (F)		7-12	Water/N	Acrobatic/Waterwalking	Necklace of Resistance	Bow Gun/Necklace of Resistance/Hard Leather	Shuriken Barrage
7	Witch		7-12	Water/N	Acrobatic/Waterwalking	Magic Seed	Scipplay's Staff/Spell Robe	Slumber Mist/Fascination
1	Sorceress	Cybil	7	Wind/N	Trudging/Wading		Wind Wand/Amulet/Spell Robe/Transferring Stone	Thunder Flare/Air Blade

Sleep of the Just

The opposing army wields spells that can put your characters to sleep. When your character is hit with a physical attack, he or she will wake up. You can also use items and spells to rouse a character.

Healing Enemies

Your opponents have many health items they will use on themselves or teammates to keep the battle going. If you can, purchase spells and health items for your own army, or the enemy will surely outlast you.

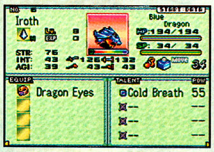
Fish Out of Water

After you win the battle at Cape Urodela and snub Rictor, you'll have a big decision to make. Will you harm and capture a Mermaid to reach the artifact you seek, or will you take the nobler but far more difficult path to the artifact? Your decision will determine your next destination.

Advanced Ogre Battling

The deeper you get into the story, the tougher the battles become. You will have to approach your fights with a clear strategy and the right tools for the job. Preparing for battle will cost you time and money.

Scout the Enemies



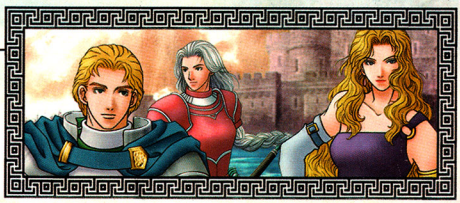
Take the time to study the enemy before you rush in to attack. Use View Mode before battle to read up on your opponents' stats, alignments and level, then organize your own troops and items accordingly.

Survey the Land

The terrain should also play a big part in your strategies. Some character alignments or Classes will do better in certain types of terrain and worse in others. For example, use water-aligned troops and magic in marshes and snow.

A Knight to Remember

Your journey has begun, but many hard battles and agonizing choices lie ahead. Tactics Ogre: The Knight of Lodis is a deep, involving strategy RPG that will keep players of all levels occupied for hours on end. The game's complexity may be daunting to the uninitiated, but anyone can master the tactics given time. Look for more Epic Center coverage in the months to come.



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TEEN T CONTENT RATED BY ESRB
Comic Mischief
Violence
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Colosseum

The Colosseum is the place where Pokémon Trainers gather to show off their Pokémon teams. It's also a place to learn more about training and battling Pokémon teams.

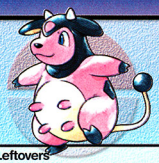
Dennis Quann was quick to point out three things: He's called Houndoom87 in the online Pokémon community, he's 14 and he's Canadian. Dennis likes to experiment with new move sets in the hopes of surprising his opponents. We like that creative spirit! Another great thing about Dennis's team is the way he sent it in. He thoughtfully wrote out his team with the Pokémon name and item on the first line and each move on its own line under the Pokémon's name. That style made his e-mail easy to understand.

Raikou

Item: Leftovers

- Thunderbolt
- Crunch
- Roar
- Rest

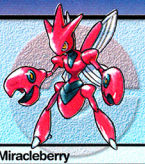
Miltank



Item: Leftovers

- Zap Cannon
- Sweet Scent
- Milk Drink
- Heal Bell

Scizor



Item: Miracleberry

- Endure
- Reversal
- Swords Dance
- Agility

Clefable

Item: Miracleberry

- Return
- Belly Drum
- Shadow Ball
- Moonlight

Gligar

Item: Leftovers

- Earthquake
- Wing Attack
- Counter
- Rest

Lapras

Item: Leftovers

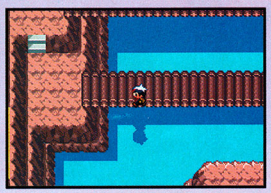
- Surf
- Ice Beam
- Attract
- Confuse Ray

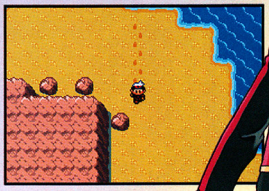
It's definitely a gamble to use Zap Cannon with Miltank, but Dennis added Sweet Scent to the Pokémon's repertoire, which makes opponents a bit easier to hit. Either way, Zap Cannon is an odd choice, given Miltank's poor Special Attack stat. Body Slam might be a better choice for the Pokémon, perhaps with Curse instead of Sweet Scent. Raikou, on the other hand, has moves that work well with its high Special Attack stat—Thunderbolt and Crunch. Raikou's other moves, Roar and Rest, aren't affected by stats, as they are not power attacks.

Dennis's Gligar was a present from Pokémon Stadium 2, which explains the move set that includes Counter, Wing Attack and Earthquake. He substituted Rest for the original Poison Sting. It isn't normally possible to teach Gligar Earthquake, but it can learn Wing Attack and Counter as Egg Moves.

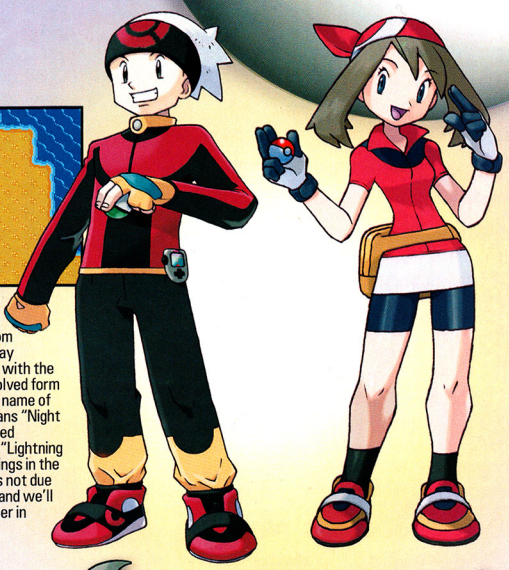
Pokémon Advances

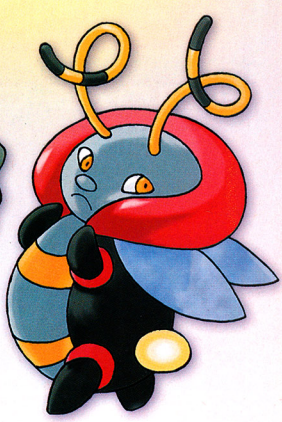
Last month, the Pokécenter brought you news of a new Pokémon adventure in development for Game Boy Advance. Check out the latest screen shots to hit our shores.





We don't have much info on the three new characters from Pokémon GBA, though you may remember that the Pokémon with the wide-open mouth is a pre-evolved form of Wobbuffet. The Japanese name of the skull-faced Pokémon means "Night Watcher," and the multicolored Pokémon's description reads "Lightning Bug Pokémon." Of course, things in the game may change. It is not due out until fall in Japan, and we'll have to wait a bit longer in North America.





pocket MUSIC

Majesco lets amateur tunesmiths riff, rip and rap with Pocket Music—a tune-creation and puzzle title for the Game Boy Color. Come feel the noise as Nintendo Power gives you everything you need to be a rock star. (Big hair not included.)

EVERYONE E CONTENT RATED BY ESRB

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music maker

Pocket Music allows you to create and play your own songs on the Game Boy Color. While you can play the game without headphones, it's easier to hear the music you generate through headphones. You can access the game's prerecorded riffs in the Riff Library and unlock even more tunes by playing the Riff Slider puzzle game. The options are almost endless. Unfortunately, Pocket Music isn't compatible with GBA.

tools of the trade

Creating music is a bit complicated, but once you learn to navigate the menus and use the tools you're given, you'll be composing in no time. You can use provided riffs to build songs, or you can create your own riffs.

Riff Library

A list of premade sounds appears in the Riff Library. Hit the A Button to listen to the sounds.

Riff Palette

The Riffs you choose to use in your songs will be stored in the Riff Palette for easy access.

Copy and Paste

Move the cursor over the notes you want to copy and press A. Place the notes where you'd like with Paste.

Riff Editor

You can create your own riffs in the Riff Editor, which will help you create nearly any song.

Cut Area

Use the Cut command to move parts of songs around in your composition.

build a song

You can build any song you wish, and for the purpose of demonstration, we'll be creating the Super Mario Bros. theme. We'll be using the Riff Editor a great deal in the process. You don't have to create your own sounds from scratch to make beautiful music, but if you want to replicate a song as we are, you'll get a closer match if you make your own riffs. Experiment with different riffs to create your own songs.

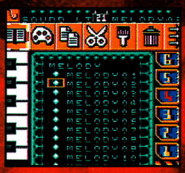
Building Bros.

Save your songs before you quit the game, or all your hard work will be lost. Give your compositions easy-to-remember names.

OPENING RIFF

The beginning of the Super Mario Bros. theme appears below. The numbers on the notes indicate their octave. The diagram shows where you'll need to place the notes to create the song's intro. To begin your song, select Write Song from the main menu then access the Riff Editor. Press Select, then choose Sound Library to pick Melody 2, the only sound you'll need.

Choose Sound



Select Melody 2 from the Sound Library, then hit A. You'll return to the keyboard screen to place the note.

Place and Adjust

Most of the notes are in the 3 octave. Use the Control Pad to scroll up or down to change the octave.

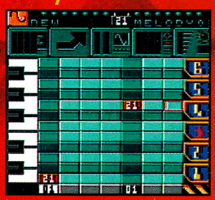
SONG STYLING

The song continues as shown below—you simply start a new, longer riff. Continue to use Melody 2 as your base sound. Scroll right to place the notes as shown, and remember to place the notes in the correct octave. If you put them in the wrong octave, the song will not sound right. When you're ready to start a new riff, exit the Riff Editor, choose a new area then reenter it.

New Riff, New Line

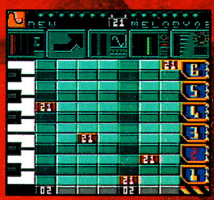
Drop down to the next line to start your new riff. Enter the Riff Editor as before, then start creating.

Mostly Three



Your first note is in the 4 octave, but most of your other sounds will be in the 3 octave.

Last Note



The last note is in the 2 octave. Scroll down with the Control Pad until the 2 is highlighted, then place the note.

Copy Center

The riff repeats in the song, so simply paste the riff you've just created to continue the song.

RIFF RAFF

Return to the top line to start the next riff. Enter the Riff Editor, using the same sound as before. Remember to change octave where appropriate. The game will give each riff a different color so it is easy to tell them apart on the main screen. It takes a while to create a song, as you can see, but the final product is worth the effort!

Sound Off

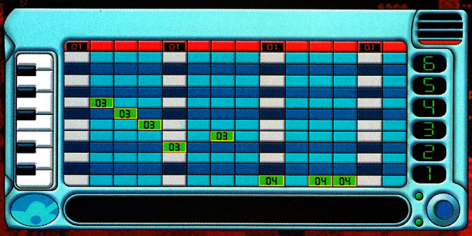
Continue to place notes in the Riff Editor as shown.

Playback

You can press Start to listen to the song at any time. Check your progress.

PUMP UP THE VOLUME

Continue to place notes and make necessary changes. If you wish, you can experiment with the options in the Riff Editor and change the notes to suit your personal preferences. You don't have to follow our example exactly. Let your ears be your guide. Once you've composed something you'd like to listen to, set the volume according to your preference.



Adjust Sound

You can adjust the volume by pressing Select then scrolling down and right to the volume controls. Turn up the volume if you're not playing with headphones.

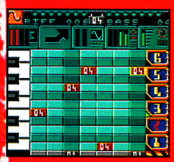
REPEATING RIFFS

The next section is long but not complicated. As before, start a new riff in the Riff Editor and be sure to change octaves when indicated. This section of the song repeats a bit, so you can progress very quickly through the next several movements. If you've adjusted the volume or made any other tweaks in the song, remember to be consistent in later areas.

Dropping the Song

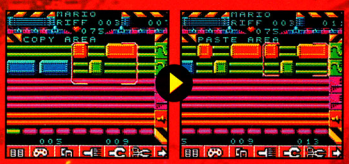
Place the notes carefully—timing is everything in music, and if you miss a pause, the whole song will be off.

Two-Two



Most of the riff belongs in the 3 octave, but there are a few 2s to place. If you make a mistake, you can always go back and edit the riff when you notice the error.

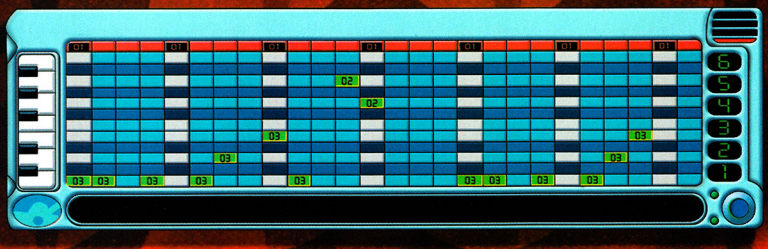
Hit Parade



Copy the last three riffs on the main screen, then paste them to the right. You won't have to worry about making adjustments or placing notes this time!

OCTAVE ACTION

Two long riffs finish out the piece. Once you've completed the song, you can edit it to your heart's content to make the Super Mario Bros. theme the way you think it should sound. You can change the sounds slightly to give the music a whole new feel. Give the song a disco beat, or slow it down to make it extra funky. It's up to you!

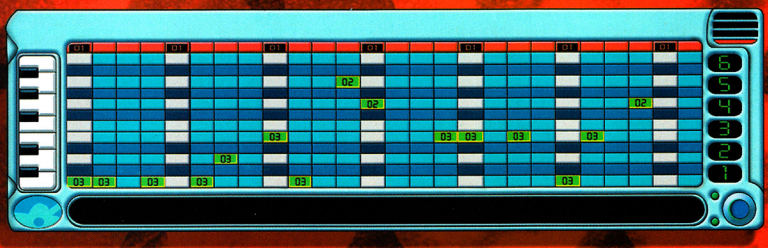


Time for a Change

Don't miss the octave change in the middle of the long riff.

SOUNDING BOARD

You're probably surprised at how long and varied Mario's song is. You have one last riff to create from the bottom up. If you have a copy of Super Mario Bros., turn it on and compare your riff to the real thing. After you've made the Super Mario Bros. theme song, you might want to try something more complicated, such as the Luigi's Mansion song. Can you do it?



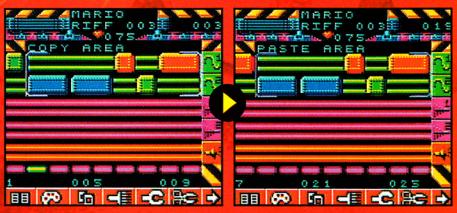
Last Call

You've almost made it! Watch for the octave changes and keep going!

GROOVE THEORY

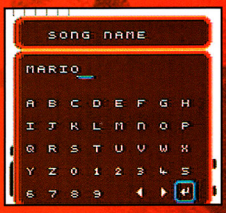
The ending requires just a bit of editing. Of course, you wouldn't want your new masterpiece to disappear, so be sure to save your version of the Super Mario Bros. theme song before you turn off Pocket Music. You wouldn't want all your hard work to be in vain! After you finish the song, play some of the others to hear the variety of sounds you can create in the game.

Copycat



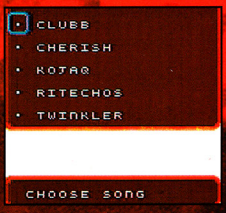
Return to the beginning of the song, select the second through sixth riffs with the Copy tool, then paste the riffs with the Paste tool to finish the song.

Name and Save Your Song



Select Quit to Menu, then type in a name for your new song. Hit the arrow to save the song.

Listen and Learn



Play the premade songs to hear the game's many sounds. We used only one sound for a whole song, after all!

riff slider NP

Speed, accuracy and a good memory will help you tremendously in the Riff Slider puzzle game. The earlier puzzles are very easy, but as the time you're given shrinks, you'll be moving your riffs around frantically to finish the puzzle in time. The puzzle pieces give you clues to their correct locations. Yellow pieces are on the correct bar (horizontal) and track (vertical). Red pieces have either the bar or track right, but not both. Green pieces are in the wrong place entirely.

Study the Pattern

The pieces start in their correct places. Try to remember the pattern they're in.

All Mixed Up

After a few seconds, the pieces will become mixed up and their colors will change.

Move Things Around

Move the pieces to their proper places. The pieces' eyes will look in the direction they should go.

Correct Bar

The piece shown is red. Its eyes look right, so it must be in the right bar but not the right track.

A Good Fit

When you move a piece into the correct position, it will turn yellow and smile.

Time's Up!

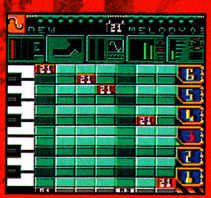
You don't have a lot of time, so try to move as quickly as you can.

Open Up New Sounds

You will win a new riff every time you complete five puzzles successfully. You can use the new sounds to build better songs.

jam on it

Whether you're composing new works of art or simply copying songs from your favorite video games, Pocket Music will give you all the tools you need. You don't need to know how to read music to play the game, because everything is represented visually without regular musical notation. That can make it difficult to program sheet music in to the game, but once you find your starting note, you should be able to play it by ear from there. Experiment with the premade songs, sounds, beats and samples to spark your musical creativity, then make your own great sounds on your Game Boy Color!



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ARENA

ARE YOU GAME?

CHALLENGE

Gulp. This month's challenge might have you chomping off more than you can chew, but if you're a Pac-Man pro, you'll be up to the task. Gobble your way to the final level in Pac-Man World 2 for GCN, then replay the Ghost Bayou in Time Trial Mode. For a chance to see your name on the Arena Scoreboard, hustle through the level in record time. You're not allowed to lose a life while playing Time Trial Mode, so you can't fall into the swamp or you'll be forced to restart the level. To shave seconds off your time, Rev-Roll through straightaways. The maneuver will help you race across the narrow paths, but avoid spinning and rolling into the bog. Try to break the game's record time, then send us a photo of your achievement to enter the Arena.

PAC IN TIME

TIME TRIAL

GHOST BAYOU

PAC-MAN WORLD 2

CAUTION: TWISTED CHALLENGES AHEAD

In the Airport level in Tony Hawk's Pro Skater 3 for GCN, can you get the tickets and deliver them to your skate buddy in one big combo move?

– NICK ORICHELLA, NEWBURY, OH

In *Star Wars* Rogue Squadron II: Rogue Leader, can you survive the Death Star Attack trench run without braking?

– ANDREW LEVAN, CINCINNATI, OH

In Pikmin, can you bring all 10 of the Distant Spring's rocket parts back to your ship in just one day?

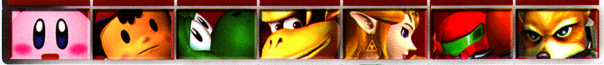
– CAM DION, LONGMONT, CO

Cam got pretty sneaky on this challenge. The trick is to retrieve all of the parts and drop them off at your landing site. Once all 10 parts are there, you'll be able to bring them aboard your ship in less than a day.

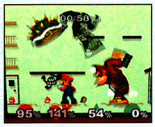
CONSTRUCTION ZONE

For a multiplayer challenge, customize a Super Smash Bros. Melee match using the parameters on the chart below. Enter Vs. Mode, then select Special Melee for the Big Trouble and Mile-High Stakes Tournaments. For the Shell Game Tournament, go into the Custom Rules menu.

TOURNAMENT NAME	SPECIAL MELEE TYPE	CUSTOM RULES	ADDITIONAL RULES	ITEM SWITCH	CHARACTERS	STAGE
Big Trouble	Giant Melee	Time Limit: 3:00	Friendly Fire: On	Warp Star, Beam Sword, Home-Run Bat, Hammer, Green Shell, Red Shell, Flipper, Bob-omb, Motion-Sensor Bomb, Super Mushroom, Poison Mushroom	2-on-2 team match using big characters such as DK, Bowser and Ganondorf	Flat Zone
Mile-High Stakes	Super Sudden Death	Stock: 7 Damage Ratio: 2.0		Hammer, Freezie, Cloaking Device	Melee using any character	Icicle Mountain
Shell Game		Stock: 3 Damage Ratio: 2.0		Red Shells	Melee using all Ganondorfs	Final Destination



BIG TROUBLE

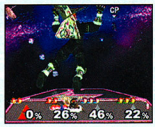


As an oversized version of a character who's already big to start with, you'll have very little room to dodge powerful items in the cramped Flat Zone.

MILE-HIGH STAKES

With the Super Sudden Death rules applied, one good hit will defeat your rival. You'll have to keep climbing in the level, so be careful when going for the mighty Hammer.

SHELL GAME



Be ready to jump when you kick a Red Shell, since you'll have no high ground to flee to in the Final Destination level. Too bad Ganondorf isn't very light on his feet.

NP SCOREBOARD

PIKMIN: DISTANT SPRING CHALLENGE MODE HIGH SCORES (VOL. 153)

Shay O'Neil, Albuquerque, NM	520	Rey Augustine, South Deerfield, MA	366
Derek Kisman, Calgary, AB	516	Dan Kwon, Anchorage, AK	347
Michael Lutz, Alton, ME	377		

ENTER THE ARENA

Mail us your Twisted Challenges or send us a photo of your high score for this month's Arena Challenge. E-mail your digital photo or send your picture via snail mail (please write your score on the outside of the envelope). Include your full name and mailing address in your e-mail or on the back of your photo. We'll print the names and scores of the top five qualifiers in a future issue. If we print your score or Twisted Challenge, you'll receive an NP T-shirt. Entries must be received before **June 4, 2002**.

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THE NUTS & BOLTS

Arena Challenge Official Contest Rules: No purchase necessary. Only U.S./Canadian residents (excluding Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. Void where prohibited. To enter print your name, address, telephone number, "Arena v156" on the back of your photo, and mail the entry to this address: NINTENDO POWER, ARENA V.156, P.O. BOX 97082, REDMOND, WA 98073-9782. Enter as often as you wish. Entries must be received by 6/4/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. On or about 7/1/02, five (5) top "Challenge" qualifiers will be determined based on the highest score. In the event of a tie, NOA will award additional Nintendo Power T-shirts to all such tied entrants. "Twisted Challenges" winner(s) chosen will be determined based on (a) creativity of challenge 60% and (b) difficulty of challenge 40%. Number of "Twisted Challenges" winner(s) to be determined by NOA. NOA will attempt to notify winners by mail by 7/15/02. NOA will send the prizes to the winning entrants at the address provided with the entry. Prizes returned as undeliverable or not otherwise claimed within 30 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Odds of winning a prize depend on number of eligible entries received and the originality, creativity and interest of a particular entry. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. For a copy of these rules, or (after 7/1/02) a list of winners, send your request to the address above. WA/VT residents may omit return postage. Prize: NOA will award one (1) Nintendo Power T-shirt to each of the winning entrants whose entry is selected. Approximate Retail Value of prize package is $10.00. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Contest or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Contest is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

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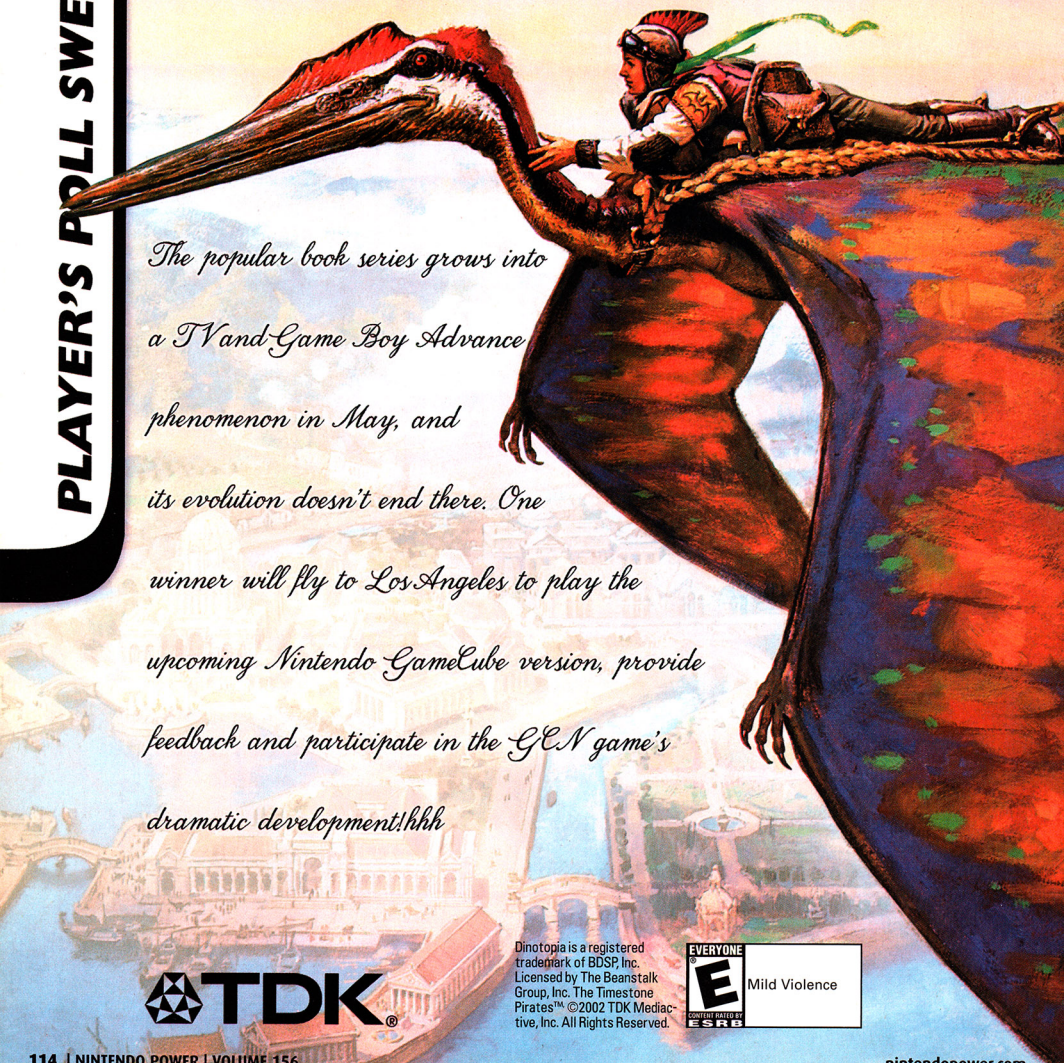

The popular book series grows into a TV and Game Boy Advance phenomenon in May, and its evolution doesn't end there. One winner will fly to Los Angeles to play the upcoming Nintendo GameCube version, provide feedback and participate in the GCN game's dramatic development! hhh

TDK®

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1. Under 6 2. 6-11 3. 12-14 4. 15-17 5. 18-24 6. 25 or older

B. Sex
1. Male 2. Female

C. Do you have access to a PC?
1. Yes 2. No

D. Do you have access to the Internet?
1. Yes 2. No

E. Have you visited the DigiPen website—www.digipen.edu?
1. Yes 2. No

F. Have you downloaded any of the Project: DigiPen featured games to play?
1. Yes 2. No

G. Which of the following statements best describes your feelings about Kirby?
1. Pink power rocks! 2. He's pretty cool.
3. I'm not much of a fan. 4. Who is Kirby?

H. Do you own a Nintendo GameCube?
1. Yes 2. No

I. Which of the following is the official designation for Nintendo GameCube?
1. GC 2. GCN 3. NGC 4. C^3

J. Which types of sports games do you prefer?
1. Realistic sims, such as Madden 2002
2. Extreme sports, such as Tony Hawk's Pro Skater 3
3. Fantasy sports, such as Mario Tennis
4. Adventure sports, such as Dark Summit
5. Arcade sports, such as NFL Blitz

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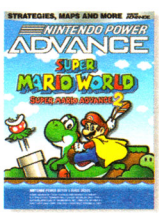

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2001 NINTENDO POWER AWARDS

WINNERS

JUST SMASHING!

It wasn't even close! Super Smash Bros. Melee destroyed the competition, taking top prize in 14 out of 15 nominated categories. Many online voters went in a different direction, however. Look for the "Online Vote" symbol next to Internet-only categories to see how the results break down.

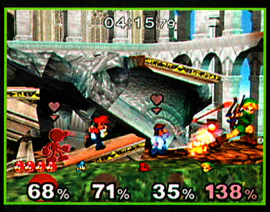
BEST OVERALL GAME

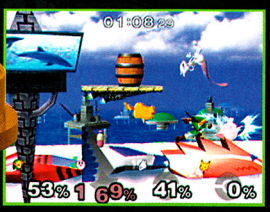
SUPER SMASH BROS. MELEE

We figured the 2001 Nintendo Power Awards would be a tight affair, but we figured wrong. Super Smash Bros. Melee (SSBM) garnered a full 20 percent of the votes for Best Overall Game, beating the competition by a margin of nearly three-to-one. GCN titles Pikmin and *Star Wars* Rogue Squadron II: Rogue Leader rounded out the top three. On a couple of interesting notes, Golden Sun placed fifth in the voting—a great showing for a handheld game—and Paper Mario defeated newer GCN and GBA titles to finish a strong seventh.

RUNNERS-UP

2. Pikmin
3. *Star Wars* Rogue Squadron II: Rogue Leader





BEST NINTENDO GAMECUBE TITLE

SUPER SMASH BROS. MELEE

It shouldn't surprise anyone that the Best Overall Game also took the Best GCN competition. SSBM won in a landslide, collecting 58% of the votes.

RUNNERS-UP

2. *Star Wars* Rogue Squadron II: Rogue Leader
3. Pikmin

BEST N64 GAME

PAPER MARIO

The zany 2-D antics of everyone's favorite plumber proved impossible for voters to resist, as Paper Mario won a tight race over one Mr. Tony Hawk.

RUNNERS-UP

2. Tony Hawk's Pro Skater 2
3. Mario Party 3

BEST GAME BOY ADVANCE GAME

GOLDEN SUN

The sun shone brightly on the GBA in 2001, as readers recognized Golden Sun as the Best GBA Game. Mario Kart: Super Circuit, Advance Wars and Super Mario Advance also did well.

RUNNERS-UP

2. Mario Kart: Super Circuit
3. Advance Wars

BEST GAME BOY COLOR GAME

THE LEGEND OF ZELDA: ORACLE OF AGES

We thought Ages and Seasons might split votes and let a third game into the winner's circle, but it didn't happen. Instead, the new Zelda titles simply claimed both first and second places.

RUNNERS-UP

2. The Legend of Zelda: Oracle of Seasons
3. Pokémon Crystal

BEST OVERALL GRAPHICS

SUPER SMASH BROS. MELEE

Beautiful backgrounds, fantastic characters and a frame rate that's smooth as butter helped Super Smash Bros. Melee take the award for Best Overall Graphics.

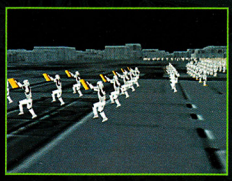
RUNNERS-UP

2. *Star Wars* Rogue Squadron II: Rogue Leader
3. Luigi's Mansion

BEST OPENING SEQUENCE

STAR WARS ROGUE SQUADRON II: ROGUE LEADER

There's nothing funnier than a bunch of stormtroopers cutting rug, and their graceful moves allowed Rogue Leader to dance away with the award for Best Opening Sequence.



RUNNERS-UP

2. Paper Mario (N64)
3. Luigi's Mansion

BEST NINTENDO GAMECUBE GRAPHICS

STAR WARS ROGUE SQUADRON II: ROGUE LEADER

Online voters chose epic space combat over battling brawlers, as the newest *Star Wars* title flew off with the top graphics award. It beat SSBM by a mere five votes.

RUNNERS-UP

2. Super Smash Bros. Melee
3. Luigi's Mansion

BEST MUSIC

SUPER SMASH BROS. MELEE

Stunning orchestral riffs on classic Nintendo themes beat out fierce punk as SSBM's music eked out a victory over the toe-tapping tunes of Tony Hawk's Pro Skater 3 (GCN).

RUNNERS-UP

2. Tony Hawk's Pro Skater 3
3. *Star Wars* Rogue Squadron II: Rogue Leader

BEST GAME BOY ADVANCE GRAPHICS

GOLDEN SUN

Golden Sun won awards for Best GBA Title, Best GBA Graphics, Toughest Boss and Best RPG—so tell your friends the Golden age of RPGs is back!

RUNNERS-UP

2. Tony Hawk's Pro Skater 2
3. Wario Land 4

BEST SOUND

SUPER SMASH BROS. MELEE

Smashing, bashing and crashing were music to our readers' ears! The pows and oofs of SSBM easily beat Rogue Leader and Luigi's Mansion for the Best Sound prize.

RUNNERS-UP

2. *Star Wars* Rogue Squadron II: Rogue Leader
3. Luigi's Mansion

BEST VOICE ACTING

STAR WARS ROGUE SQUADRON II: ROGUE LEADER

The online voters have spoken, and so have the characters in Rogue Leader. Wedge, Luke and all the rest rocketed Rogue Leader past a frightened Luigi and the entire Simpsons cast.

RUNNERS-UP

2. Luigi's Mansion
3. The Simpsons: Road Rage

BEST DRIVING GAME

THE SIMPSONS: ROAD RAGE

The Simpsons: Road Rage? Sure, it's a great game, but we didn't think anything could dethrone Mario Kart. Apparently Homer's antics are popular with readers as well as the NP staff.

RUNNERS-UP

2. Crazy Taxi
3. Mario Kart: Super Circuit (GBA)

BEST RPG/STRATEGY GAME

GOLDEN SUN

For the first time in three years, a non-Pokémon game has won the Best RPG/Strategy crown! Golden Sun and Paper Mario were a close one-two, with Pokémon Crystal a distant third.

RUNNERS-UP

2. Paper Mario
3. Pokémon Crystal

BEST PUZZLER

DR. MARIO 64

In an odd twist, the last-place game for Best N64 title was the winner in the category of Best Puzzler. Perhaps it's because the lead character—Dr. Mario—appears in SSBM.

RUNNERS-UP

2. ChuChu Rocket! (GBA)
3. Super Bust-a-Move (GBA)

BEST SPORTS GAME

TONY HAWK'S PRO SKATER 3

Tony Hawk's Pro Skater 3 (GCN) thrashed its way to an impressive win in the category of Best Sports Game. Mr. Hawk received double the votes of the second-place game, SSX Tricky.

RUNNERS-UP

2. SSX Tricky
3. Mario Tennis (GBC)

BEST SEQUEL

SUPER SMASH BROS. MELEE

With so many wins, the NP writers are considering just cutting and pasting the phrase "SSBM wins!" for the rest of the article. The Best Sequel of 2001 ended up with 54% of the total vote.

RUNNERS-UP

2. *Star Wars* Rogue Squadron II: Rogue Leader
3. The Legend of Zelda: Oracle of Ages/Seasons

BEST REVIVAL GAME

SUPER MARIO ADVANCE

The Best Revival category was beyond a blowout! Super Mario Advance collected over *five times* the votes of the next closest game, Super Street Fighter II Turbo Revival.

RUNNERS-UP

2. Super Street Fighter II Turbo Revival
3. Breath of Fire

BEST USE OF A LICENSE

STAR WARS ROGUE SQUADRON II: ROGUE LEADER

A licensed game is any title that uses a preexisting creation as its base. As you can see, online voters couldn't resist the thought of taking on the *Star Wars* universe.

RUNNERS-UP

2. The Simpsons: Road Rage
3. Batman Vengeance

BEST REPLAY VALUE

SUPER SMASH BROS. MELEE

With loads of secret characters, arenas and trophies to unlock—not to mention a wicked multiplayer mode—SSBM's replay value beat out Madden NFL 2002 and Advance Wars.

RUNNERS-UP

2. Madden NFL 2002 (GCN)
3. Advance Wars

BEST BUILD-YOUR-OWN

TONY HAWK'S PRO SKATER 3 (GCN)—CREATE-A-SKATER

If you like to tinker, look no further than Tony Hawk's Pro Skater 3. Our online voters decided they'd rather construct a skater than a battle map, a Pikmin or even their own skate park.

RUNNERS-UP

2. Pikmin (Pikmin Creation—Challenge Mode)
3. Advance Wars (Map Creation)

MOST INNOVATIVE GAME

PIKMIN

Pikmin won the annual industry award for Most Innovative Game, and NP Readers heartily seconded the motion. Miyamoto's latest brainchild earned almost 50% of the vote.

RUNNERS-UP

2. Luigi's Mansion
3. Super Monkey Ball

BEST MINIGAME

HOME RUN CONTEST—SSBM

Smashing Sandbag was the rule of the day as SSBM's Home Run Contest ran home with the Best Minigame prize. Chasing ducks and chopping wood also made our readers smile.

RUNNERS-UP

2. Mario Party 3 (Fowl Play)
3. Pokémon Stadium 2 (Clear-Cut Challenge)

BEST MULTIPLAYER MODE

SUPER SMASH BROS. MELEE

This was a no-brainer. Super Smash Bros. Melee's incredible four-player action crushed the competition, taking nearly 70% of the votes. Mario Party 3 was a distant, distant second.

RUNNERS-UP

2. Mario Party 3
3. Tony Hawk's Pro Skater 3 (GCN)

BEST NEW CHARACTER

PIKMIN

The adorable Pikmin handed SSBM its only non-online loss, claiming the Best New Character category as their very own. Sandbag and Professor E. Gadd also gave it their all.

RUNNERS-UP

2. Super Smash Bros. Melee (Sandbag)
3. Luigi's Mansion (Professor E. Gadd)

ONLINE VOTE — CUTEST CHARACTER

PIKMIN

In addition to being our readers' favorite new characters, the Pikmin also took the Cutest Character award. We assume that doesn't include those freaky purple Pikmin.

RUNNERS-UP

2. Super Smash Bros. Melee (Young Link)
3. Super Monkey Ball (Baby)

BEST NEW VILLAIN

SSBM—GIGA BOWSER

No one stops Bowser when he's on a roll, especially not when he's incredibly tall and trying to punch you in the head. Golden Sun's dastardly duo, Saturos and Menardi, claimed second.

RUNNERS-UP

2. Golden Sun (Saturos and Menardi)
3. Luigi's Mansion (King Boo)

ONLINE VOTE — MOST DIFFICULT BOSS

GOLDEN SUN—FUSION DRAGON

Fighting two villains is hard enough, but when they merge together and become a dragon after you've already defeated them… well, it proved too much for our online audience.

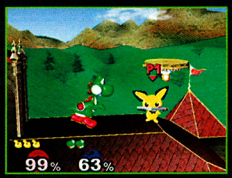
RUNNERS-UP

2. *Star Wars* Rogue Squadron II: Rogue Leader (Star Destroyer)
3. Pikmin (Emperor Bulblax)

BEST NEW WEAPON/ITEM

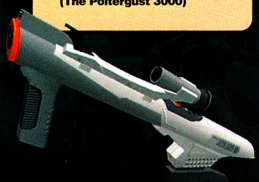
SSBM—SUPER SCOPE

The Super Scope wasn't new in the sense that it already existed for the Super NES, but it was new to SSBM. Golden Sun's Djinn and Luigi's vacuum also had impressive showings.



RUNNERS-UP

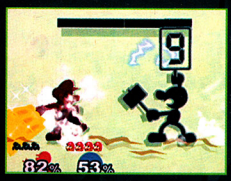
2. Golden Sun (Djinn)
3. Luigi's Mansion (The Poltergust 3000)



BEST SECRET/UNLOCKABLE CHARACTER

SSBM—MR. GAME AND WATCH

Even a Sith Lord couldn't hold a candle to a 2-D, featureless fellow with a very large nose. Maybe Darth Maul should consider flipping sausages in his spare time.



RUNNERS-UP

2. Tony Hawk's Pro Skater 3 (GCN) (Darth Maul)
3. *Star Wars* Rogue Squadron II: Rogue Leader (*Slave 1*)

WEIRDEST TITLE

ZOBOOMAFOO: PLAYTIME IN ZOBOOLAND

Yeah, that's a weird one all right. As a side note, NP has searched atlas after atlas, but we just can't find Zobooland. We think it's somewhere in southern Idaho.

RUNNERS-UP

2. Pikmin
3. ChuChu Rocket!

BEST IN-GAME TEXT/ DIALOGUE

GOLDEN SUN

We can't get enough of those yes/no questions! If you're looking for clever dialogue, excellent writing and well-rounded characters, check out the epic story line of Golden Sun.

RUNNERS-UP

2. The Legend of Zelda: Oracle of Ages
3. Paper Mario

COOLEST BOX ART

GOLDEN SUN

Wizards, warriors and lots of flashy colors made for box art that online voters couldn't put down. We expect Golden Sun wallpaper to start appearing on school computers everywhere.

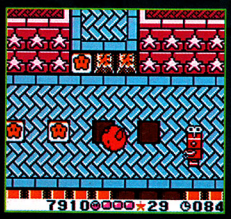
RUNNERS-UP

2. Pikmin
3. Luigi's Mansion

MOST OVERLOOKED GAME

KIRBY'S TILT 'N' TUMBLE

Who needs Controllers when you have a Game Boy Color? While Kirby's quest took the top spot, an updated schoolyard classic and a wonderfully witty RPG rounded out the top three.



RUNNERS-UP

2. Super Dodge Ball Advance
3. Magi-Nation

STRANGEST CONCEPT OR PLOTLINE

HOT POTATO!

OK, so potatoes from Mars fall in love, ride around town in a school bus and shoot themselves at each other . . . er, it doesn't make any sense to us either. Just pass the sour cream.

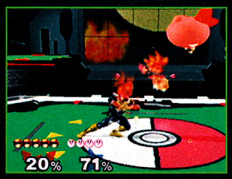
RUNNERS-UP

2. Universal Studios Theme Parks Adventure
3. NSYNC: Get to the Show!

BEST WAY TO AMAZE YOUR FRIENDS

SSBM—SMASH SOMEONE OFF THE STAGE

Sending your opponents flying through space beat out smashing them through the rinkside glass by a whisker. Look for fighters the world over to start bragging about their best hits.



RUNNERS-UP

2. NHL Hitz 20-02 (Check someone through the glass)
3. *Star Wars* Rogue Squadron II: Rogue Leader (Unlock the *Slave I*)

MOST FRUSTRATING MOMENT

SSBM—LOSING TO THE 99TH FIGHTER IN 100-MAN MELEE

If SSBM deserved any of its awards, it was this one. We can't imagine anything more horrible than losing to the 99th man. Just don't take it out on your Controller.

RUNNERS-UP

2. Tony Hawk's Pro Skater 3 (Falling at the end of a 300,000-point combo)
3. Pikmin (Watching helplessly as your Pikmin get devoured by Emperor Bulblax)

THE HARDEST JOB IN ALL OF GAMING

SSBM—COLLECT EVERY TROPHY

The thought of collecting over 250 different SSBM trophies is enough to make even the most hardened gamer woozy. Only the best of the best will be able to claim them all.

RUNNERS-UP

2. *Star Wars* Rogue Squadron II: Rogue Leader (Clear Ace Mode)
3. Dragon Warrior 3 (Clear the game without a party)

BEST GAME URL

SUPER SMASH BROS. MELEE

Challenging your friends to a fight via e-mail was a favorite pastime of many an online voter. The charming Super Mario World and Pikmin sites claimed runner-up status.

RUNNERS-UP

2. Super Mario World
3. Pikmin

NP VIP AWARD

ALAN

It's time for slime according to online voters, as Alan won kudos for your favorite game reviewer. The NP VIP award had the closest voting of any category, proving either that a) you love us all or b) you can't tell us apart.

RUNNERS-UP

2. Jason
3. Scott

MELEE MADNESS

If the 2001 Nintendo Power Awards don't convince you that Super Smash Bros. Melee is THE must-have title for the Nintendo GameCube, then you might want to get your head examined. Congratulations to all the winners and thanks to all the NP readers—we look forward to hearing from you next year!

LOOK WHAT'S MAKING A SPLASH THIS MONTH!

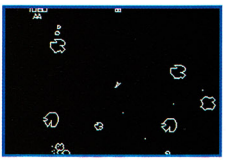
TITLE WAVE

ATARI ANNIVERSARY ADVANCE
BACKYARD BASEBALL
BLENDER BROS.
BRITNEY'S DANCE BEAT
MARY-KATE & ASHLEY: GIRLS NIGHT OUT
THE RIPPING FRIENDS
SHREK: SWAMP KART SPEEDWAY
THE THREE STOOGES
WTA TOUR TENNIS

EVERYONE
E
CONTENT RATED BY ESRB

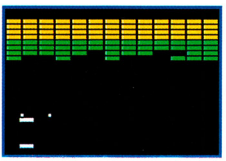
ATARI ANNIVERSARY ADVANCE

Atari's anniversary gift to the world is a collection of classic arcade and Atari 2600 games faithfully recreated on the Game Boy Advance. The simple, habit-forming game play will keep gamers from every generation entertained, whether or not they played the games back in the day.



Asteroids isn't as easy as it looks. Shoot quickly as you rotate your ship, and be sure to blast the UFOs.

Check your readout to learn the locations of enemies in Battlezone. Attack them before they attack you!



Hit the ball (or balls) with your paddle to break the blocks in Super Breakout. Don't miss.

Your main challenge in Centipede is to destroy the title character. Shoot the fleas and spiders for extra points.

The most complex game of the bunch, Missile Command forces you to defend your cities and your ammo.

Move your ship around the edge of the field to shoot the enemies before they reach you in Tempest.

POWER PLAY

Read up on Atari history before playing the supertough Atari Trivia Challenge. You don't have to be a big-time Atari geek to play the trivia game, but it certainly helps.

BACKYARD BASEBALL

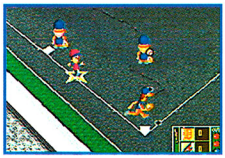
EVERYONE
E
CONTENT RATED BY ESRB

Grown-up baseball stars are transformed into little sluggers in Backyard Baseball. A bunch of regular kids are also available in the pool of players. You and an opponent (computer or human) choose your teams playground-style. Baseball fans of all ages can play a single game or a season at several difficulty levels.

POWER PLAY

Personalize your team by picking your favorite players, choosing their positions and rearranging the batting order to your liking. Be sure to read up on each ballplayer so you place the kids in positions that fit their abilities and preferences.

You can select the way you want to hit—power, line drive, grounder or bunt—and your stance, which can be open, closed or square. If you do especially well, you can earn special ways to hit the ball.



You can steal bases, even home base. To continue running after your player has stopped at a base, push the Control Pad in the direction you wish to go. Press A rapidly to run a bit faster, and slide with the R Button.

Pitchers have several different types of pitches, including heat, slow ball, left hook, right hook and walk. You can also choose where you want to throw the ball. If you strike out a player, you will earn more options.

Some players' profiles give more than just their abilities—they give clues to earning power-ups before you even start the game. Ashley and Sidney will both be powered-up if you choose both for your team.

BLENDER BROS.

EVERYONE
E
CONTENT RATED BY ESRB

Join the courageous Cosmo Keepers, defend threatened planets and befriend small, powerful creatures in Blender Bros. for the Game Boy Advance. Your job as a Cosmo Keeper isn't easy, but the great adventures you'll enjoy as you protect the galaxy from harm are worth the trouble!

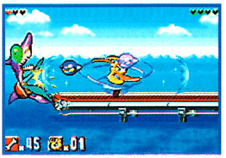
Rings allow you to reach places you normally cannot. You will go in the direction of the ring's arrow.

Push Down then A to stand on your long ears and jump higher than normal to reach out-of-the-way or simply high areas. Use the B Button to pick up the small red balls and throw them at switches or enemies.

POWER PLAY

You start off with one Mini Bros. Search the levels for more Mini Bros. to add to your collection. Each Mini has a special power you can use to your advantage.

Boxes with arrow swirls allow you to switch your Mini Bros. in the middle of a level.



Shartle isn't tough to beat, especially if you use Nuckle. Charge up your dual attack by holding down B.

Blender Bros. has three different racing minigames, including the Cosmoride Race driving game.

BRITNEY'S DANCE BEAT

Having made a splash in both the pop music and movie scenes, Britney Spears makes her next logical move as a video game star. Britney's Dance Beat is a rhythm game that features the music and dance stylings of Miss Spears herself. Your timing and dexterity are challenged on three difficulty levels, and the extremely tough button combos that mix A or B Buttons with directions on the Control Pad will keep you on the lowest setting until you get the hang of them.

The red arrow passes over the buttons you need to hit in time with Brit's dance grooves. Messages tell you how you're doing. Great means you nailed it, Good means you're doing okay, and Miss means you need to practice. The Control Pad and the A and B Buttons get a workout, sometimes at the same time.

POWER PLAY

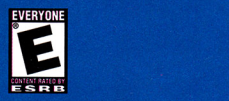
You can watch the replay to see which parts of the songs you need to improve upon and which areas you're okay at. It's also your chance to watch Britney dance.

At first, you must play Practice Mode to unlock Concert Mode. In Concert Mode, you must finish with a score of over 90% to unlock each new song.

As you complete areas, you'll be rewarded with photos for your Tour Book. You can check them out at any time by selecting Tour Book. Now that's life advanced!

You will also earn new pictures of the pop princess that become sliding puzzles for you to solve at your leisure. She's quite a puzzle, that Britney!

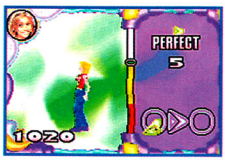
MARY-KATE & ASHLEY: GIRLS NIGHT OUT



The twin talents continue their string of highly successful "real games for real girls" with Mary-Kate & Ashley: Girls Night Out, a rhythm game with plenty of panache. There are four levels of difficulty, and the higher levels are quite challenging. Match your moves to the beat of the groove-worthy electronica to keep your dance meter in the green, and don't forget to pick a slammin' outfit first!

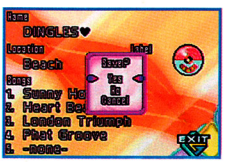
POWER PLAY

Your outfits don't make you dance better, but they make you look better! Clear areas in Dance! Mode to earn more outfit choices and songs. Clear individual songs in Practice Mode after unlocking them in Dance! Mode to score even more extras.



Once you're in the groove, try to rack up as many Perfect or Right On moves as possible to earn big points. Bigger bonuses are awarded when you hit 10 and 30 perfect moves in a row.

Start at the Easy level to unlock lots of songs and apparel. As you progress in the game, the difficulty will ramp up. Dance well to keep your meter in the green so you can earn a good rank.



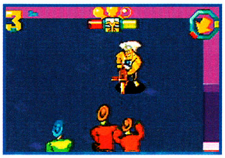
Make your own simple music videos in Mix Mode, which lets you select up to five songs for Mary-Kate or Ashley to dance to. It's your chance to sit in the director's chair.

Jump into Jam Mode to create your own levels using the music you've already unlocked plus funny voice samples from Mary-Kate and Ashley. You or your friends can dance to your beat!

THE RIPPING FRIENDS

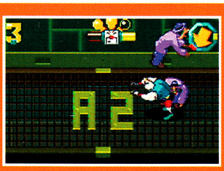
Based on a musclebound cartoon that has come and gone on Fox Kids, The Ripping Friends is a colorful exploration game with many fighting elements for one to four. You can play as any of the bufftactular Ripping Friends—Chunk, Slab, Crag or Rip.

Jump in the gun turrets to blast the sock-goat creatures. Jump out of the turrets to attack Citracett.



Pick up the guns hidden in the far corners of Wad's Warehouse to keep enemies at bay.

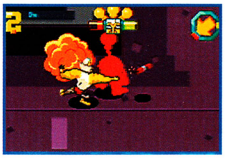
The ripped heroes are buff enough to hoist heavy objects over their heads—use them to your advantage.



POWER PLAY

After you've knocked down an enemy, pick him up and throw him at another bad guy—otherwise, fallen enemies will get in your way.

Chow down on juicy steaks to replenish your health. Lightbulbs are also good for the friends.



The dudes with the mailbags go postal with special explosive deliveries. Steer clear!

Sometimes you must eliminate all of the enemies in a particular area to gain a key to the next area.

SHREK: SWAMP KART SPEEDWAY

The ogre with the heart of gold and, apparently, the feet of lead races into the rewarding world of kart-style racing in Shrek: Swamp Kart Speedway. Characters major and minor from the movie appear as opponents in the wacky racer, including Princess Fiona, Gingerbread Man, the Three Little Pigs and Shrek himself. Funny storybook-inspired raceways, karts and power-ups bring a touch of whimsy to the familiar kart-racing genre.

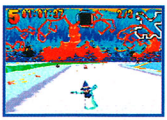
Check your character's stats and select the one who matches your driving style. If you're playing on easy or medium difficulty, speed isn't terribly important.

The items you drive over give you the ability to toss pumpkins, shrink your opponents and more. When you're small, you race a little more slowly than usual.

Try to take the lead early if you can. You won't have much use for your weapons when you're ahead, but they're very useful when you're trying to take the lead.

POWER PLAY

There are many tracks in different areas. As you win races, more areas will become available to you. If you win all the races in a particular area, you'll unlock additional racers.



Avoid the small holes in the course by driving around them or jumping over them with the R Button. Stay away from large bodies of water and goo as well—you'll lose precious time if you fall into the dangerous traps. You can catch up to your opponents if you do happen to fall a few times, however.

THE THREE STOOGES

The kings of slap-shtick, the Three Stooges, may be morons, but at least their hearts are in the right place. The trio tries to do good deeds, such as helping out the neighborhood orphanage, by taking odd jobs or participating in some shady business deals. You have 30 days to collect $5,000 for the orphanage by playing job- and errand-themed minigames that you choose in a semirandom fashion.

POWER PLAY

If you choose an unlucky option, Curly and Larry may cause a ruckus and you'll end up in a slapfest. As Moe in the middle, try to anticipate the others' moves. That type of amusing male bonding is just what the Stooges do best.

The pie-tossing game requires you to toss as many pies as possible to the standing customers on the other side while avoiding being hit by pies yourself. It's a tough, messy job.

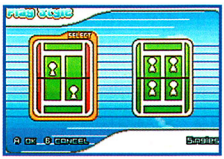
In the grocery store and the hospital, your job is to trail behind a cart to pick up the items that fall from it. Random shoppers and patients make the task more difficult than it should be.

The boxing-themed minigame sends Larry to collect a violin from an obstacle-laden alleyway. The stooge must jump over or run around the things in his way and return before the sixth round of the boxing match.

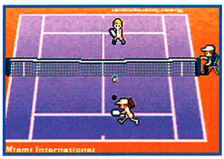
One of the worst choices to make is the Banker. He's your enemy, and he'll take your money and insult you, too. Try to time your selections to avoid the Banker and the many traps.

WTA TOUR TENNIS

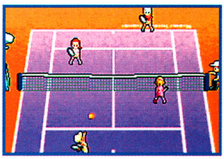
The ladies are holding court in WTA Tour Tennis, but the only royalty you'll find on the clay are tennis stars like Jennifer Capriati and Serena Williams. You can play singles or doubles in WTA Tour Tennis, and you can even battle your friends in Link Mode!



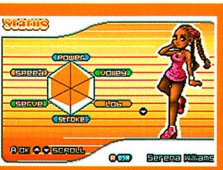
Singles and doubles tennis matches are available in Exhibition, Tour and Link Modes.



Your opponent's stance may help you predict where the ball is going. Be sure—you don't want to backtrack.

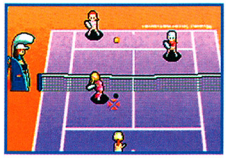


Doubles games won't give you the runaround the way singles games do. Hit B to serve.

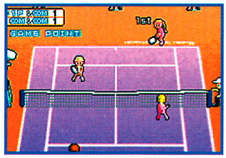


POWER PLAY

Check out the players' abilities in the Status section before you play a game. You'll learn more about the women's Power, Speed, Volley, Log, Stroke and Serve.



Red arrows help you figure out where a high-flying ball will land so you can prepare your shot.



You can choose your own player, your partner and your opponents when you play against the CPU.

Set the rules to meet your own criteria. You can turn Deuce and Tie Break on or off if you like.

FIGHT IT OUT!

Assume the role of Alphonse, a knight of Galicia, sent on a mission to investigate the intentions of the suspect governing body of the Holy Lodis Empire and solve the mystery of Ovis. Along the way, you will experience many trials and tribulations, but you must survive the unrelenting battles and cultivate your characters' abilities to reveal your true destiny.

Discover powerful character classes with the new Emblem System!

Cast powerful magic to decimate the enemy forces!

All new Quest Mode allows you to discover hidden items and weapons not available in the main game.

Go head-to-head against a friend by using the Game Boy® Advance Game Link® cable!

Play rating 5/5
- PLAY Magazine

...one of the best Strategy RPGs to arrive this year on any platform.
- Gaming Intelligence Agency

Strategy RPG enthusiasts have a new reason to purchase a Game Boy Advance.
- RPGamer

...rich, long, rewarding and insanely addictive.
- GamePro

Tactics Ogre™

The Knight of Lodis

The next exciting chapter in the OGRE BATTLE SAGA

EVERYONE
E
CONTENT RATED BY ESRB
MILD LANGUAGE
MILD VIOLENCE

GAME BOY ADVANCE

RPG/SIM

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NOW PLAYING

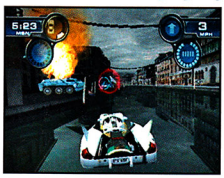
POWER GUIDE TO THE LATEST RELEASES MAY 2002

SPYHUNTER

Espionage from the old-school garage gets souped up by Midway.

The original SpyHunter arcade game from 1983 boasted high-speed pursuits and a transforming car outfitted with machine guns, oil slicks and smoke screens. The classic car/boat adventure was a top-down chase, and Midway's GCN version reimagines the vehicle-based action game in 3-D. The new look, however, isn't as slick as an oil spill—low-res graphics make distant targets tough to identify and the blocky visuals make your boat's wake look like a checkerboard on the water.

While retaining the feel of the original, the 2002 SpyHunter adds objectives to the missions. Tasks such as blasting enemy targets or collecting tracking devices and placing them on rival vehicles are recurring objectives in the game's 14 missions. The drive-and-destroy action is pretty straightforward but SpyHunter fans will love the improved arsenal—including the addition of the Flamethrower, three gun upgrades and five other types of weapons. To keep you playing, Midway offers new weaponry mission by mission along with other hidden bonuses, such as a music video for Saliva's rocked-up version of the "Theme from Peter Gunn," which serves as the basis of the game's sound track. On the less rocking side, is the so-so two-player mode, which features three types of competition, including a silly chicken-ramming mode. Despite some minuses, the game is SpyHunter through and through—full-throttle shoot-outs loaded with gadgets galore.



COMMENTS: Chris—The action isn't bad, but the speed could be bumped up a little and the enemies could be more intelligent. Alan—It's fun but way too linear. It feels more like a rail shooter than a driving game, and I wanted the freedom to drive around on my own.

- Midway
- 2
- 1 to 2 players simultaneously
- 14 missions

ALAN ★★½
ANDY ★★★½
CHRIS ★★½
JENNI ★★½
STEVEN ★★½

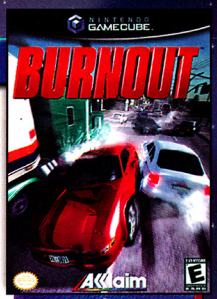
T TEEN
Violence
CONTENT RATED BY ESRB

BURNOUT

The only thing better than the thrill of the chase is the thrill of the crash.

Quite possibly one of the most exhilarating thrill rides available, Acclaim's Burnout gases up its tire-screeching racing game with gallons of high-octane fun and several tankfuls of adrenaline. The undeniable highlight of the game is the metal-crunching, windshield-shattering car crashes. Unlike most racing games, Burnout unleashes its pack of racers on traffic-filled streets. The realistic physics bounce and flip cars like the best movie car wrecks you've ever seen, and it's just flat-out cool to see other cars piling up behind an accident you've caused. Of course, the object of Burnout is to cross the finish line first, and the well-balanced game allows you to recover from wrecks without losing too much time. As an added bonus, Burnout rewards brazen drivers with point bonuses and speed boosts for sliding long distances, driving in the oncoming lane and scraping past near-misses. The setup jacks up the joyride's thrill factor, and the supertight controls—from the muscle car to the tow truck and other secret vehicles—guarantee your ride is easy to handle and fun to drive. Dynamic traffic situations change how you'll want to steer and swerve lap by lap, and the long tracks (a three-lap race averages over eight minutes) take you across breathtaking, drop-dead gorgeous scenery. The graphics are almost as jaw-dropping as the sensational collisions, and the only things that top them are the sheer rush and replayability of the game. Burnout is a tough game to get burnt out on.

COMMENTS: Chris—The courses are well planned to create difficult situations. Alan—I could play this for days on end and not get tired of it. Steven—The adrenaline-based turbo system is the brilliant touch that separates Burnout from the rest of the pack. George—A very intense experience.



- Acclaim 4 game data 15 crash replay
- 1 to 2 players simultaneously

ALAN ★★★★½
CHRIS ★★★★½
GEORGE ★★★★½
JASON ★★★★½
STEVEN ★★★★½

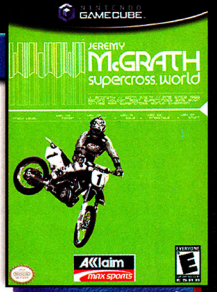
EVERYONE E — Mild Violence

JEREMY MCGRATH SUPERCROSS WORLD

Take to the dirt and air in a motorbiking free-for-all.

Though it combines aspects of Excitebike 64 with Tony Hawk's Pro Skater, Acclaim's supercross game is a not-quite-super cross of both games. Combining high-flying motorbike action with stunt-filled objective-based racing, Jeremy McGrath Supercross World features 35 linkable stunts, 13 bikes, 25 tracks and nine riders, including the 10-time World Supercross Champion himself. Travis Pastrana and other pros are also available in the game, and regardless of your rider, you'll have no trouble catching big air off the ramps. You'll have a lot of opportunities to bust out Barrel Rolls, Can-Cans, Bar-Hops and other tricks, and the arcade feel and forgiving physics make the two-wheeled trickery a breeze. Successful stunts lead to speed boosts, and they can help you ride to victory in the game's four modes: Baja (a free-roaming ride), Outdoor Motocross Nationals, Indoor Supercross and Stunt/Freestyle. Jeremy McGrath Supercross World takes place on the dirt, but the graphics are pretty clean and almost texture-free. But it's the speed, stunts and feel that matter, and the sneering sound track featuring Drowning Pool and Mudhoney helps emphasize the fact that Supercross World is all about hard-driving, dirt-kicking action—it's not about being pretty.

COMMENTS: George—Fast fun. The incorporation of track goals in the race adds a lot. Scott—The ride felt stiff and the controls didn't feel realistic. Chris—The play control is unpredictable at best, and the camera seems likes it's fixed on a pole behind the rider. Jason—It's not unusual for your rider to drop out of view from the camera when you land from a jump. And that's not to say that disappearing from this average game is a bad thing.



- Acclaim Max Sports 3
- 1 to 2 players simultaneously
- 25 tracks

ANDY ★★★
CHRIS ★½
GEORGE ★★★
JASON ★★
SCOTT ★★★

EVERYONE E — Mild Language Mild Lyrics

DRIVEN

Race into the Zone with Stallone.

Based on Sylvester Stallone's 2001 CART racing movie of the same name, Driven centers itself on the film's fast and furious action, pulse-pounding competition and brutal collisions. Fueled by arcade action, Driven isn't like other open-wheel racing games. The eight tracks aren't merely variations of the oval—the roads zig and zag, and hills, hairpins and varied terrain keep the ride interesting. The on-the-road graphics are rich and realistic, while the between-race slide show scenes are illustrated in a bright and bold pop art style.

The slide show scenes are based on the movie's plot, which is what drives Story Mode. The mode's 14 levels challenge drivers to complete a wide range of scenarios, including finishing in the top three or completing a lap while in the "Zone." The Zone is the movie's term for driving with such intense focus that you become one with your car. To enter the Zone, you must stay on the track and avoid collisions for a full lap. If you pull it off, you'll be able to reach top speed. The concept is cool on paper, but, in the game, it's a mixed blessing since your Zone-view blurs into a sort of tunnel vision that impairs your ability to see sides of the road.

By completing Story Mode, you can unlock all 12 racers and take them for a spin in the game's other two modes—Arcade and Multiplayer. In every mode, driving is surprisingly manageable for an open-wheel racer, and that could get your engine running if you're a car buff or arcade racing fan.

COMMENTS: Steven—The race courses are nicely designed with scenery that whizzes past at a good clip. Chris—It wants to be a sim and an action racing game. Jenni—I love the stylized look, and the graphics are better than, say, SpyHunter's. George—Driven makes good use of the characters and story, but it lacks Burnout's tight control and realistic feeling of speed.

- BAM! 3
- 1 to 2 players simultaneously
- Includes movie trailer

CHRIS ★★★½
GEORGE ★★★
JASON ★★★
JENNI ★★★
STEVEN ★★

VIRTUA STRIKER 2002

Get your coaching kicks with Sega soccer.

Lacking the MLS and FIFA licenses of the other two soccer games reviewed this month, Virtua Striker merely has the Adidas license to its name and features fictional players, with the exception of the national team of Japan. To make up for its shortage of authenticity, Virtua Striker ups the realism by highlighting an all-out sim management approach to the sport. MLS ExtraTime 2002 and 2002 FIFA World Cup emphasize league and tournament play respectively, while VS 2002 is all about scheduling and prepping your team for a fictional championship.

The game starts you out with 2,000 points, and you cash them in to set up Training regimes, Training Camp, Exhibition Games and Overseas Games. As you condition your squad, the teams you can invite and games you can play depend on your points, and you can score more by winning matches.

On the field, the soccer action lacks precision. It's difficult to direct your passes, and your view of the field is locked in at a low, close angle. The fixed and nearsighted camera makes it a guessing game when it comes to running the field and looking for open players. As a result, the actual game play feels almost arcade-style despite the behind-the-scenes sim elements. You'll get your kicks with VS 2002 if you're more into the coaching and management side of soccer.

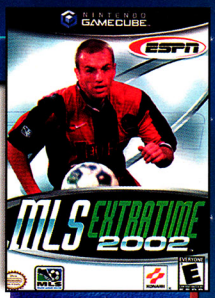
COMMENTS: Andy—If you want to take your team to the International Cup, be prepared to read the instruction manual. The game menus are deeper than Ronaldo's shin scabs. Chris—This series is really close to being great, but this version isn't it. I found the actual play control sloppy, especially playing headers and shooting off a cross. Alan—Opposing players steal the ball too often for you to set up any kind of passing strategy.

- Sega 15
- 1 to 2 players simultaneously
- Progressive scan option

ALAN ★★★½
ANDY ★★★★½
CHRIS ★★½
JASON ★★★½
SCOTT ★★★★½

ESPN MLS EXTRATIME 2002

Major League Soccer rolls on to Nintendo.



- Konami 54
- 1 to 4 players simultaneously

ALAN ★★½
ANDY ★★★
CHRIS ★★★
JASON ★★★
SCOTT ★★★½

EVERYONE E CONTENT RATED BY ESRB

After being overshadowed by FIFA in the sports and video game worlds, Major League Soccer finally grabs some notable attention with Konami's ESPN sports game, MLS ExtraTime 2002. Teeming with authentic players and over 100 teams (over 60 national teams and 10 MLS teams), ExtraTime lets you strut your fancy footwork in six modes of play—Match, MLS, League, Cup, Scenario and Training.

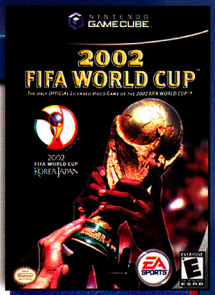
Scenario features 10 different situations to beat, and, regardless of the mode you're playing, the easy-to-master controls will make it easy and fun for you to go for the goals. With a tap of a button, you can kick things into overdrive with a speed burst, and other buttons can activate various defensive tactics (including executing a pass when the ball is in the air or pulling off a sliding tackle). Players have varying skill levels, and their ability will determine how well they'll be able to perform the game's five special attacks, such as the Speed Dribble Burst and two types of fakes.

ExtraTime rolls out over 500 player animations, and the fluid visuals complement the smooth soccer game play. The game also features commentary from ESPN's Jack Edwards (along with Spanish commentary from Luis "Gooooooaaaal!" Tapia) to keep things lively. Everything adds polish to the experience, and Konami's game is worth the extra time of MLS fans.

COMMENTS: **Chris**—The game needs work, especially in nuances such as player switching and defensive AI, but, overall, it has a pretty good feel. **Andy**—A simple interface and user-friendly controls make the game easy to pick up and play. The MLS license seems kind of puny compared to EA's World Cup offering.

2002 FIFA WORLD CUP

Experience the glory and great gaming of soccer's biggest event.



- EA Sports 49
- 1 to 4 players simultaneously

ALAN ★★★★
ANDY ★★★★
CHRIS ★★★★½
JASON ★★★★½
SCOTT ★★★★½

EVERYONE E CONTENT RATED BY ESRB

With a tradition of realism—both in graphics and game play—EA's FIFA games have dominated the field of video soccer. The latest entry, 2002 FIFA World Cup, stars 41 teams and features Exhibition and World Cup Modes. Having only two modes of play might seem a tad skimpy at first, but the game manages to convey the pageantry, thrill and action of the World Cup so well that it's easy to see why EA devoted an entire game to the grand event. The amazing crowd noise swells according to the on-field action, and the excellent commentary captures every crucial moment.

If the World Cup doesn't mean anything to you, the game might not have much to offer since it features only minor improvements on FIFA Soccer 2002 for GCN. Then again, the near-perfect series didn't need much improving. Like the previous FIFA game, World Cup's visuals, audio and game play are first-rate. World Cup runs with the foundation and adds detailed player animations, better player interaction and AI that's so good you won't have to worry about your teammates covering you. The camera is smart, too, and it's constantly changing to the optimum vantage point without ever distracting from the fast flow of the game. It's all of those small touches that make 2002 FIFA World Cup a trophy-worthy game, and it's likely to reign supreme over video soccer until EA comes up with another FIFA follow-up.

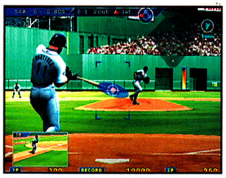
COMMENTS: **Alan**—FIFA is the best of the three GCN soccer games reviewed this month in terms of game play, control and sound. It totally immerses you in the World Cup atmosphere. The matches all feel *important,* which is totally cool in a World Cup setting. **Chris**—Some great finishing touches, such as better interaction between players when they bump or steal from various angles, have been added.

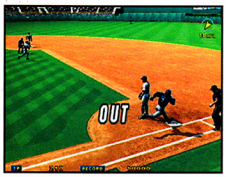
HOME RUN KING

Slide into home with Sega's arcade slugger.

Available exclusively on Nintendo GameCube, Home Run KING brings home what gamers expect from Sega—fast fun and arcade-style action. HRK is all about high-scoring innings and knockin' it out of the park. When you do, fireworks, fountains and other flashy home-team homer celebrations go off, which makes batting exciting in any of the game's five modes (Exhibition, Quick Start, Season, Playoffs and Home Run Derby).

Graphically, the MLB players are perfect for a hard-hitting arcade game, since they look like bulked-up action figures. And that's not to say that the graphics aren't realistic. The players (and even the mascots) move like real people, and there seems to be an animation for every situation, whether a player's limping from a bad pitch or diving past another player. The commentary is a bit choppy, but the game is nothing but smooth when it comes to easy-to-pick-up controls. The unique pitching system is very interactive to maintain the arcade feel, so players can determine the power of the ball using a timing meter and well-timed button tap. The power of a toss can affect your pitcher's stamina, and wind can affect the pitch's direction, so HRK manages to keep realism in play. Still, scoring homers and getting players on base are simple feats, and if those features are what you're after in a ball game, they're what you'll love about HRK.





COMMENTS: Scott—The pitching engine makes both pitching and hitting very realistic. Chris—The mechanics of the players and fielders are much better than those of All-Star Baseball 2003. Still, it's difficult to place a pitch on the corners of the strike zone without throwing a ball instead. George—Fielding is fairly realistic, especially with the adjustable fielding aid which pushes your player in the right direction.

- Sega
- 1 to 2 players simultaneously
- Progressive scan option

ALAN
ANDY
CHRIS
GEORGE
SCOTT

EVERYONE
E
CONTENT RATED BY ESRB

ALL-STAR BASEBALL 2003

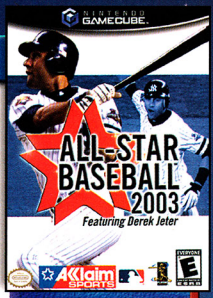
Acclaim fine-tunes its ball game for 2003.

Taking another swing with a second season of All-Star Baseball for GCN, Acclaim steps up to the plate with its 2003 slugger, an improved version loaded with better graphics, game play and extras. Like the 2002 edition, ASB 2003 features a Home Run Derby, All-Star Game play, team management options and all 30 MLB teams. Gamers can also play as Reggie Jackson, Yogi Berra and other National Baseball Hall of Famers and compete in over 50 stadiums.

With tighter fielding and batting mechanisms, ASB 2003 also throws out loads of new features, including a trivia game. Improved character models (the game boasts "3-D Cyberscan" technology) sport realistic and accurate player faces. In the audio department, the three-man commentary is pretty seamless and specific (take a break while pitching to hear them ramble on about random subjects).

MLB victories will earn players points, which can unlock the 500 collectible virtual trading cards from Donruss. The cool, new Franchise Mode allows you to choose a city, stadium and fictional logo for a new team you can enter into the Major League. Players can also recruit from the Minor League in the all-new Expansion Draft. The extras are nice touches, but good luck saving your data—ASB 2003 requires 51 Memory Card blocks to save Opening Day play, 58 for Season play and a whopping 153 blocks for Midseason play! Steeee-rike!

COMMENTS: Alan—The Memory Card has only 59 blocks! What in the world was Acclaim thinking? I've been waiting for a Franchise Mode, but if you can't save it, what's the point? Andy—Solid. The Rumble-based pitching system is awesome. Scott—It's a definite step above the original ASB for GCN.



- Acclaim Sports 58 Season play
- 1 to 4 players simultaneously

ALAN
ANDY
CHRIS
GEORGE
SCOTT

EVERYONE
E
CONTENT RATED BY ESRB

SUPER SERIES

MAGIC The Gathering

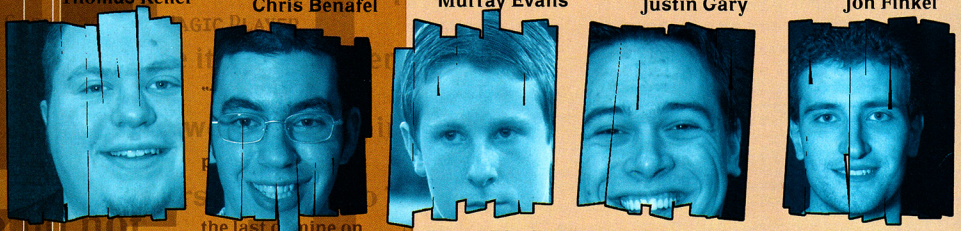
Thomas Keller

Chris Benafel

Murray Evans

Justin Gary

Jon Finkel



Brian Selden

Steve Oms

Trevor Blackwell

Paul McCabe

YOU

MURRAY EVANS, PRO TOUR MAGIC PLAYER

PAUL MCCABE, PRO TOUR

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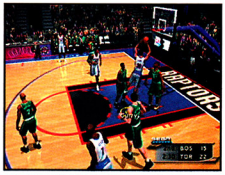
NBA 2K2

Sega shoots for smart, realistic b-ball action.

While its decent graphics are not as detailed as NBA Courtside 2002's, NBA 2K2 will quickly have you forgetting about the visuals since Sega's hoopster boasts brilliant AI and excellent sim stylings. Smarter than the average basketball game, NBA 2K2 sports players who behave as if they're alive and not just waiting to pull off some canned maneuver that's a direct reaction to whatever you do. CPU players automatically protect the ball, and they'll know to close in and cover a rival who's going for a three-pointer. NBA 2K2 puts up a sweet game of b-ball, and it gives you tons of ways to play. The nine main modes include Practice, Tourney, Exhibition, Season, Playoffs, Franchise, Fantasy, Quickstart and Street, and ballers will also be able to personalize players and teams and make trades in the game's Customize Mode. With great AI and modes, NBA 2K2 shoots for creating a realistic and challenging experience, and the slick control scheme reinforces that feeling. Players can instantly pass to the player closest to the hoop with a push of the C Stick. The game also boasts a new timed stealing system and cool low post moves, which were performed by NBA All-Star Rasheed Wallace for motion-capture. NBA 2K2 plays smart, and it's the wise choice to play if you're after true-to-life action and hooping it up with intense, realistic competition.



COMMENTS: Chris—The game takes advantage of player size and strengths, which allows you to play the kind of game you want—heavy perimeter shooting or a grinding, inside game. It also minimizes the showboating of players—something that was overkill in Courtside. George—Smooth control and precise attention to detail. Alan—Great AI. It is the standard by which all basketball games should be judged.

- Sega 46
- 1 to 4 players simultaneously

ALAN	4.5
ANDY	4.5
CHRIS	4.5
GEORGE	4.5
SCOTT	4

EVERYONE E — CONTENT RATED BY ESRB

NFL BLITZ 20-02

Forget the refs and rules—Blitz is back.

As brutal as ever, NFL Blitz 20-02 charges onto the GCN with the extreme arcade action the series is known for, while treating gamers to overhauled graphics, audio and animation. The original creators of the NFL Blitz arcade game tackled the task of revamping the game, and the result is a dazzling success. The team created over 1,500 new player animations by using stuntmen who performed the game's trademark over-the-top plays, including bone-crushing dives, flips and sacks. The new character models give the game its most realistic look ever, while the improved game play keeps the helmet-rattling action steamrolling with turbocharged power.

In the sun, rain or snow, you'll be able to call pages and pages of plays to stiff-arm and railroad your way to victory in the eight-on-eight competitions. The new Impact Player function gives gamers even more control by enabling them to determine their players' tendencies before each play. With the ability to assign six offensive and six defensive behaviors—such as forcing your blocker to concentrate on protection—gamers will be able to edit each play so their opponents won't be able to anticipate their next move.

With repeated success on the field, players can get amped up with extra power and become "On-Fire"—a fave feature of Midway's aggressive arcade sports games. The music of Methods of Mayhem further fuels the game's snarling presentation, and Blitz 20-02 has every right to cop such an attitude. The game plays hard and looks better than ever.

COMMENTS: George—While there aren't any huge feature additions, it's still a solid, arcade-style football game. Scott—The production values have risen to a new level. Chris—The game plays supersmooth. It's got AI flaws, and the pure randomness of the game can make it inaccessible to new players.

- Midway 17
- 1 to 4 players simultaneously

ALAN	4
ANDY	5
CHRIS	4.5
GEORGE	5
SCOTT	5

EVERYONE E — Violence — CONTENT RATED BY ESRB

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TACTICS OGRE: THE KNIGHT OF LODIS

- Atlus/64 Megabits
- 1 to 2 players simultaneously
- Game Link compatible

EVERYONE — Mild Language, Mild Violence — CONTENT RATED BY ESRB

Developed by the creators of the original Tactics Ogre game and the N64 installment of the Ogre Battle series, The Knight of the Lodis marches onto GBA with masterful RPG and strategic action. Players can build an army of up to 30 members, and you can call up to eight for the turn-based battles. Magic, collectible Emblems and the possibility of recruiting rivals make for engaging adventuring and razor-sharp fun for fans of epics and real-time strategy.

ALAN
CHRIS
JASON
JENNI
STEVEN

ATARI ANNIVERSARY ADVANCE

- Infogrames/32 Megabits
- 1 to 2 players alternating
- 6 arcade classics and 1 trivia game

EVERYONE — CONTENT RATED BY ESRB

Infogrames' six-in-one collection of Atari arcade classics dusts off Asteroids, Battlezone, Centipede, Missile Command, Super Breakout and Tempest. All games look, sound and play like you remember, though the rotating movement of Tempest stumbles when played without the original's dial controller. The hit parade is a spot-on blast from the past, and you can even turn some of the game screens on their side to play them in their original aspect ratio.

ANDY
CHRIS
JASON
JENNI
STEVEN

BACKYARD BASEBALL

- Infogrames/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak compatible

EVERYONE — CONTENT RATED BY ESRB

The GBA version of the hit PC game is proof positive that games for young players should be smart—not dumbed down. Starring kid versions of MLB players, Backyard Baseball plays deep with loads of modes, including a Home Run Derby, multiplayer fun and editable players. With clever, inspired touches (most notably, fictional kid players who behave differently depending on whether they're teamed with their siblings), Infogrames' game is a grand slam.

ALAN
CHRIS
JASON
JENNI
SCOTT

BLENDER BROS.

- Infogrames/64 Megabits
- 1 to 4 players simultaneously
- Single and Multi-Pak compatible

EVERYONE — CONTENT RATED BY ESRB

In Infogrames' side-scroller, you play as Blender, a lop-eared hero who can pair up with one of 20 Mini Bros. As you hop, climb and spin-attack your way through the game's seven worlds and 21 levels (plus eight boss levels), you'll be able to collect Mini Bros. characters and use them as power-ups and weapons. Players can also link and trade Mini Bros. or play three different multiplayer games. All of the features make for top-notch fun for fans of platformers.

CHRIS
GEORGE
JASON
JENNI
STEVEN

BRITNEY'S DANCE BEAT

- THQ/64 Megabits
- 1 to 2 players simultaneously
- Multi-Pak play

EVERYONE — Mild Lyrics — CONTENT RATED BY ESRB

Unless you're a Britney Spears fan, you probably won't be playing this baby one more time, since the pop diva's rhythm game pales in comparison to the Olsen twins' superior dance party (see review below). THQ's rhythm game busts out authentic Britney choreography and hit songs (including "I'm a Slave 4 U," "Oops! . . . I Did It Again" and "Overprotected"), but the realistic graphics are drab in color and the clocklike rhythm mechanism is tricky and clumsy.

ALAN
CHRIS
JASON
JENNI
STEVEN

MARY-KATE AND ASHLEY: GIRLS NIGHT OUT

- Acclaim/32 Megabits
- 1 player

EVERYONE — CONTENT RATED BY ESRB

Though it's for one player only, the Olsen twins beat the hip-slung pants off Britney's two-player rhythm game (see review above). Acclaim's excellent dance-off thumps with electronic grooves, rhythm tests you can customize and mix-and-match outfits you can earn. The snappy game hits the dance floor with more to create and unlock, and the presentation of button commands is fun and easy to follow while being challenging at the same time.

ALAN
CHRIS
JASON
JENNI
STEVEN

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THE RIPPING FRIENDS

- THQ/32 Megabits
- 1 to 4 players simultaneously
- 7 levels
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

Based on the Fox Kids cartoon (from the creator of Ren and Stimpy), The Ripping Friends lets you muscle your way through seven zany levels to save the universe. Get physical as Chunk, Crag, Rip or Slab and arm yourself with sci-fi weaponry, including a Popgun and Freeze Ray. The game involves lots of rock-'em, sock-'em attacking, and the willy-nilly hit detection makes landing a hit unpredictable. The game is filled with hit-and-miss action.

ALAN ★½
CHRIS ★★½
GEORGE ★★
JENNI ★½
STEVEN ★★★½

SHREK: SWAMP KART SPEEDWAY

- TDK/64 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB — Comic Mischief

Pull over for the ogre as Shrek tears up the streets in TDK's 16-track kart racer. Shrek, Donkey, Princess Fiona and nine other characters are available as drivers, and up to four players can compete simultaneously. Funny voice samples and silly power-ups capture the feel of the movie, and the nice 3-D effects highlight the colorful roads, which take you through swamp, forest, castle and country raceways. It's basic kart racing that's gigantic fun if you're a Shrek fan.

ANDY ★½
CHRIS ★★½
GEORGE ★★★½
JENNI ★★★½
STEVEN ★★½

THE THREE STOOGES

- Metro 3D/32 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB — Comic Mischief

Larry, Curly and Moe resurface in Metro 3D's graphically enhanced version of the 1989 NES minigame mishmash from Activision. The voice samples and original Three Stooges scenes are so sharp they could poke an eye out, but the slaphappy activities lack punch. With just over half a dozen minigames—including trivia and pie tosses—the limited fun might put the "yuk" in "nyuk" for some gamers, but the spirited buffoonery is soitenly suited for Stooges fans.

ALAN ★★½
CHRIS ★★
JASON ★★½
JENNI ★★½
STEVEN ★½

WTA TOUR TENNIS

- Konami/32 Megabits
- 1 to 4 players simultaneously
- Multi-Pak Game Link

EVERYONE E CONTENT RATED BY ESRB

Raise a racket as Martina Hingis, Serena Williams, Lindsay Davenport or 17 other women's tennis pros in Konami's fast-paced grand-slammer. Every player has unique abilities and special shots, and the tight controls make the hard-hitting action extra fun. Cute, cartoony graphics and peppy music make the whole sport seem bright and cheery, but the challenge is serious and mean. WTA Tour Tennis scores an ace with smashing singles and doubles excitement.

ALAN ★★★★★
ANDY ★★★★½
CHRIS ★★★
JASON ★★★★
JENNI ★★½

CHESSMASTER

- Ubi Soft/32 Megabits
- 1 to 2 players alternating or simultaneously
- Single- and Multi-Pak play

EVERYONE E CONTENT RATED BY ESRB

Insanely difficult to outwit on the expert settings, Ubi Soft's Chessmaster sets itself apart from other sly video chess games with its helpful extras. If you're stumped, the CPU can recommend a good move. CPU challengers play with different styles, and you can learn by watching 151 historic games move by move (including famous matches with Kasparov and Fischer). It's fun for novices and pros, and the game can help all players sharpen their skills.

ALAN ★★★★
ANDY ★★★
GEORGE ★★★★
JASON ★★★★
STEVEN ★★★

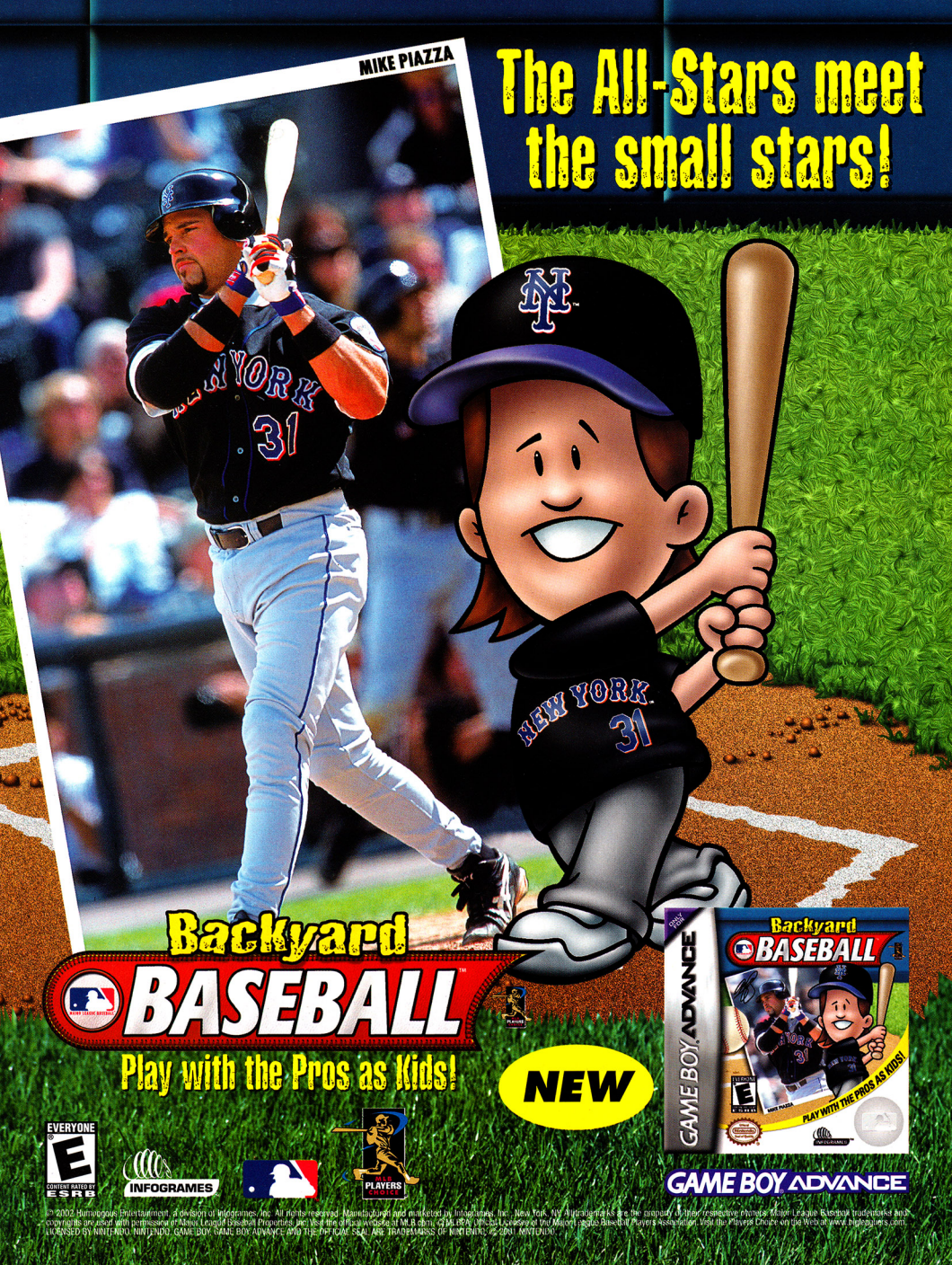
DINOTOPIA: THE TIMESTONE PIRATES

- TDK/64 Megabits
- 1 player

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

The fantasy world of Dinotopia comes to life in a platformer bursting with dazzling and rich visuals that do justice to James Gurney's illustrated books. The adventure stars Clayton, who sets out on foot, on the back of a dinosaur or in the driver's seat of a submarine to fend off pirates and uncover stolen tyrannosaur eggs. With fairly typical side-scrolling action, the game feels all the more grand thanks to its amazing look and magical settings.

ALAN ★★★
CHRIS ★★½
GEORGE ★★½
JASON ★★★
STEVEN ★★★



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DRAGON BALL Z: THE LEGACY OF GOKU

- Infogrames/64 Megabits
- 1 player

EVERYONE — Mild Violence

Infogrames has gone out of its way to please hard-core DBZ nuts—it issued exclusive art for the game box and packed in a limited-edition poster. The adventure features the original theme music, which will get fans riled up to play as Goku. Players can interact with over 75 characters, and the various quests will enable you to build up Ki levels and experience. It's fairly basic RPG gaming, but it's got the fine details that'll please fans of the show.

ALAN
CHRIS
JASON
JENNI
STEVEN

E.T. THE EXTRATERRESTRIAL

- NewKidCo/32 Megabits
- 1 player
- 15 levels

EVERYONE

Just in time for the 20th anniversary of the film, NewKidCo's easygoing game lets you play as E.T. and Elliot in a 15-level adventure. The simple action (dodging enemies and collecting transmitter parts) is intended for younger players, but the klutzy controls are frustrating—not kid-friendly. The graphics are vibrant and fans will like the various movie-inspired situations, but, for older gamers, E.T. the Extraterrestrial offers little to phone home about.

ALAN
CHRIS
GEORGE
JASON
JENNI

HIGH HEAT MAJOR LEAGUE BASEBALL 2003

- 3DO/32 Megabits
- 1 to 2 players simultaneously
- Multi-Pak Game Link

EVERYONE

Essentially an update of the 2002 version for Game Boy Advance, 3DO's 2003 model swings with fine-tuned AI that keeps the game exciting, fun and unpredictable. Players can bat in six different modes: Practice, Exhibition, Link Game, Season, Playoffs and Home Run Derby. With a wide variety of batting stances, hitting styles and strategies, High Heat Major League Baseball 2003 is a red-hot game for baseball fans to play.

ALAN
ANDY
CHRIS
GEORGE
JASON

KONAMI COLLECTOR'S SERIES: ARCADE ADVANCED

- Konami/32 Megabits
- 1 to 2 players simultaneously
- Single- and Multi-Pak play

EVERYONE — Violence

It seems everyone's releasing a greatest hits collection of arcade classics, and Konami's roundup is one of most varied assortments. The Pak includes six old-school hits, and each one plays with a distinct style that's hard to get bored of. From the hoppity-hop fun of Frogger to the street fighting of Yie Ar Kung Fu to the side-scrolling action of Rush'n Attack, gamers will find something to dig. The game also includes Scramble, Time Pilot and Gyruss.

ALAN
CHRIS
GEORGE
JASON
JENNI

DAVID BECKHAM SOCCER

- Majesco/8 Megabits
- 1 player
- GBA compatible

EVERYONE

In soccer superstar David Beckham's GBC game, players will be able to compete in Friendly, Competition and Season Modes or train with Beck himself. It's cool that you can control how high you kick the ball, but all of the training and nice features don't make up for the fact that you can use one player to charge the field and score a goal without needing to make a single pass. The game features a history of Beckham and the personal touches are nice, but, in the end, the fun game offers little in the way of strategic soccer.

ALAN
ANDY
CHRIS
GEORGE
JASON

POCKET MUSIC

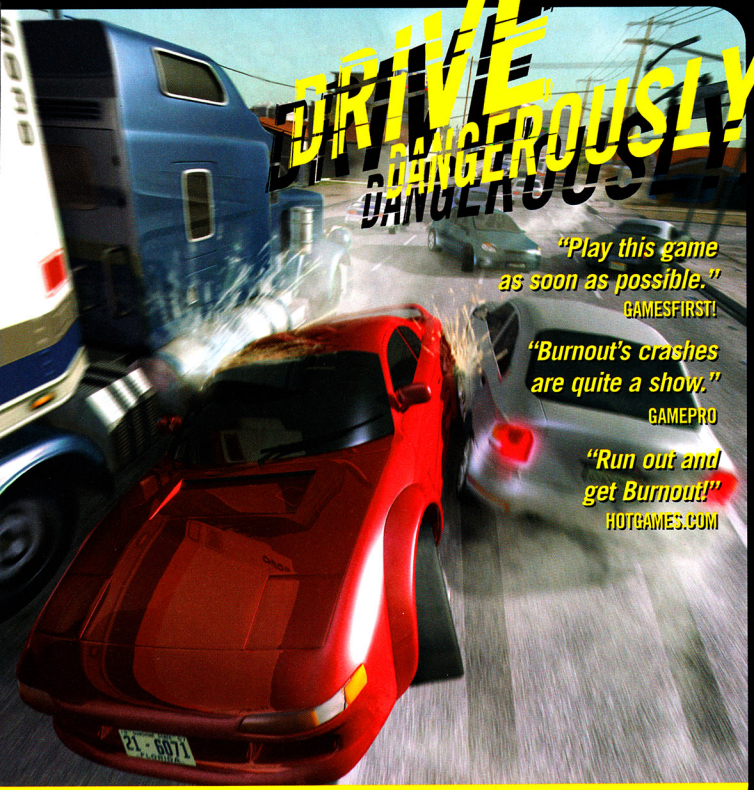
- Majesco/8 Megabits
- 1 player
- Game Link compatible
- Not compatible with GBA

EVERYONE

Transforming the GBC into a musical tool, Pocket Music enables users to lay down preprogrammed beats, riffs and vocal samples to create multitracked songs. The process might seem daunting at first, but Pocket Music presents the abstract concepts visually so they're easy to understand. The library of audio effects features tons of fun sounds to work with, and maestros can trade their works using the Game Link Cable. Pocket Music is a nifty little music sequencer, and gamers who like to tinker with tunes will get the most out of the music maker.

ALAN
ANDY
CHRIS
JASON
JENNI

"The best crashes ever in a video game" - IGN



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EVERYONE
E
CONTENT RATED BY ESRB
MILD VIOLENCE

Criterion GAMES

PlayStation.2

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CASTING CALL

Write a brief review and include your rating in stars for a current game, then e-mail it to us at nowplaying@nintendo.com (please include your name and hometown). You can also rate games online—just search for them at www.nintendo.com and click on "Cast your vote." We'll print reader ratings and portions of constructive and insightful reviews in future Now Playing articles.

MADDEN NFL 2002

- EA Sports

EVERYONE E CONTENT RATED BY ESRB

"The John Madden series is one of the few series of any genre that gets better with each and every game. To add to Madden's gaming excellency, the GCN version reigns supreme. Casual gamers probably couldn't tell at first glance, but the GCN version is slightly more crisp than the PS2 version. The game play is superb. The GCN Controller offers maximum effectiveness for an even more solid Madden experience. All the modes are here for casual players and sim fans."

—Mark

GUEST REVIEWER

Mark Schneider, Pelham, Alabama

GUEST REVIEWER'S SCORE

MARK ★★★★★

see Now Playing v.150 for more info

PIKMIN

- Nintendo

EVERYONE E CONTENT RATED BY ESRB — Mild Violence

GUEST REVIEWERS

José Carlos Bonilla, Caguas, Puerto Rico

Mike Donovan, Bridgewater, Massachusetts

David Jung, Toronto, Ontario

Aaron Sornson, Merrimack, New Hampshire

"It has depth, action and intelligence. I read the NP Player's Guide and fell in love before I even played the game. Go out and buy it. Run, don't walk."

—Aaron

"The almost photo-realistic graphics make the gamer feel as if he or she were actually in the game."

—José

"When I first played Pikmin, the perfect blend of simplicity and challenge blew me away. The graphics look realistic and the sound effects and music fit in perfectly with the levels. The controls are easy to grasp, allowing you to control many Pikmin at once like a pro. The story of the game is not deep and confusing, allowing the focus to be on game play. One con of this game, though, would be the Pikmin's appearance. They have a somewhat "kiddie" look to them. You should not be discouraged by this, though. The game is truly amazing regardless. Another great game by Shigeru Miyamoto."

—David

"When I first heard about Pikmin, I thought it was a strange idea and it didn't look like it was too fun. My dad brought it home, and I've been playing ever since! Great graphics are what stand out—especially the water effects. The game has plenty of replay value, too, because you can always play it again to harvest more Pikmin. Fans will be begging Mr. Miyamoto for more."

—Mike

GUEST REVIEWERS' SCORES

AARON ★★★★★

DAVID ★★★★★

JOSÉ ★★★★½

MIKE ★★★★½

see Now Playing v.151 for more info

SONIC ADVENTURE 2: BATTLE

- Sega

EVERYONE E CONTENT RATED BY ESRB — Mild Lyrics Violence

GUEST REVIEWERS

Lee Green, Houston, Texas

Dylan Hester, Milwaukee, Wisconsin

Mark Newton, Richmond, Virginia

Michael Williams, Garden Grove, California

"This game ROCKS! The music's amazing, not to mention the intense game play. Even Chao care is fun. The game is fun to unravel, and it's cool to see how each scene comes together. It's for anybody—action, puzzles, racing, shooting, strategy and (cute and cuddly) fighting.

—Mark

"It is totally wrong on next-generation consoles. Two-dimensional Sonic is the only Sonic I want."

—Dylan

"This game is packed with never-ending fun! With added features—such as 2P Battle Mode, upgraded graphics and the ability to transfer info between GCN and GBA—the game amounts to much more than just a mere repeat of the Dreamcast version. Those features, the flawless controls, the amazing story line and the unlimited variety of characters make this the best game for Nintendo GameCube so far."

—Lee

"Sonic Adventure 2: Battle overall is a worthy game, but it fails to realize the potential of either the license or the GCN. The play variety is great, but you can't play as Sonic enough. The Chao games are fun but seem like an afterthought."

—Michael

GUEST REVIEWERS' SCORES

DYLAN ★★½

LEE ★★★★★

MARK ★★★★★

MICHAEL ★★★★½

see Now Playing v.154 for more info

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match
Go wand-to-wand against other wizards-in-training with the Harry Potter™ trading card game. Location cards in the new 80-card set – *Diagon Alley*™ – let you challenge opponents in your favourite magical shops. What's in store for you?
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FIND THE MAGIC IN YOU

SSX TRICKY

- EA Sports Big

EVERYONE
E
CONTENT RATED BY ESRB

Mild Violence
Comic Mischief
Mild Language

"I don't really care for snowboarding games, but I was surprised with SSX Tricky. The tricks are very easy to perform because of a very intuitive control configuration. The courses are very large and they have shortcuts and new routes for you to find, which drastically add to the replay value. This is one of the best snowboarding games out there."

—Phil

GUEST REVIEWER
Phil Smith, Mechanicsville, Maryland

GUEST REVIEWER'S SCORE
PHIL

see Now Playing v.151 for more info

CHUCHU ROCKET!

- Sega

EVERYONE
E
CONTENT RATED BY ESRB

"I can't figure out why ChuChu Rocket! hasn't gotten more press—this is the most addictive puzzler I've played in years. The game is easy to pick up, but the puzzles get so tricky and downright devilish as you go on. Every single person I've let play (puzzle fan or not) has gotten hooked at Level 1. With 2,600 puzzles built in, it almost makes the term 'replay value' obsolete. If it had had a bit more publicity, this game could have been the next Tetris."

GUEST REVIEWER
Andrew Fraticelli, Montreal, Quebec

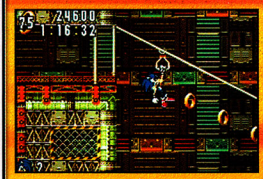
GUEST REVIEWER'S SCORE
ANDREW

see Now Playing v.146 for more info

SONIC ADVANCE

- THQ

EVERYONE
E
CONTENT RATED BY ESRB



"Phenomenal!!! Wow! I've played a lot of past Sonic games on previous cool Sega systems, but Sonic Advance is, without a doubt, the best one yet! Play as Sonic, Tails, Knuckles or Amy and play in amazing levels with great graphics and amazing sound. It's the game that most likely will sell a lot of GBAs, and it's one of the best Sonic the Hedgehog games I've ever played—and I've played a lot of them!"

—Max

GUEST REVIEWER
Max S., Ottawa, Ontario

GUEST REVIEWER'S SCORE
MAX

see Now Playing v.153 for more info

WARIO LAND 4

- Nintendo

EVERYONE
E
CONTENT RATED BY ESRB

Comic Mischief

"I'm greedy! I won't ever let go of my copy of Wario Land 4!!! This game features excellent graphics, real CD-quality sound effects and music, great control and lots to do! Even when you think you've beaten the game, ask yourself this: Have I found all the CDs? All the Gold Crowns? Do I have Super Hard Mode? Pick yourself up a copy of this game and play greedily! You'll be glad you did!"

—Philip

GUEST REVIEWER
Philip Hanan, Berea, Kentucky

GUEST REVIEWER'S SCORE
PHILIP

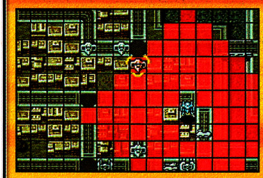
see Now Playing v.150 for more info

ZONE OF THE ENDERS: THE FIST OF MARS

- Konami

EVERYONE
E
CONTENT RATED BY ESRB

Violence



"Unlike in the action-packed Zone of the Enders of PS2 fame, you get an RPG/strategy mixed with old-school game play in this GBA installment. But instead of requiring real strategy, battles are determined using targeting sequences which quickly get boring and repetitive. Despite the lame combat, the game has an awesome story. This isn't as good as Advance Wars, but RPG/strategy fans looking for a quick fix might want to look to ZOE."

—John

GUEST REVIEWER
John Huntman, McAllen, Texas

GUEST REVIEWER'S SCORE
JOHN

see Now Playing v.154 for more info

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EVERYONE E CONTENT RATED BY ESRB

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DAVE MIRRA FREESTYLE BMX 2
• Acclaim Max Sports

Readers' Average Score at www.nintendo.com

See Now Playing v.151 for more info

TEEN — Mild Lyrics

18-WHEELER: AMERICAN PRO TRUCKER
• Acclaim

Readers' Average Score at www.nintendo.com

See Now Playing v.154 for more info

EVERYONE — Violence

FIFA SOCCER 2002
• EA Sports

Readers' Average Score at www.nintendo.com

See Now Playing v.152 for more info

EVERYONE

GAUNTLET: DARK LEGACY
• Midway

Readers' Average Score at www.nintendo.com

See Now Playing v.155 for more info

TEEN — Blood Violence

NBA COURTSIDE 2002
• Nintendo

Readers' Average Score at www.nintendo.com

See Now Playing v.153 for more info

EVERYONE

NFL QB CLUB 2002
• Acclaim Sports

Readers' Average Score at www.nintendo.com

See Now Playing v.153 for more info

EVERYONE

NHL HITZ 20-02
• Midway

Readers' Average Score at www.nintendo.com

See Now Playing v.151 for more info

EVERYONE — Violence

THE SIMPSONS: ROAD RAGE
• EA

Readers' Average Score at www.nintendo.com

See Now Playing v.152 for more info

TEEN — Mild Language Suggestive Themes Violence

SPYHUNTER
• Midway

Readers' Average Score at www.nintendo.com

See page 130 for more info

TEEN — Violence

SUPER SMASH BROS. MELEE
• Nintendo

Readers' Average Score at www.nintendo.com

See Now Playing v.151 for more info

TEEN — Mild Violence Comic Mischief

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SUPER MOVIE SCENES and AMAZING FIGHTING MOVES

Disney INTERACTIVE

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PETERPAN-GAMES.COM

EVERYONE E MILD VIOLENCE

CONTENT RATED BY ESRB

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Tinker Bell's been kidnapped and Peter Pan needs her magical powers to fly. He also needs your help with amazing flying and fighting moves to defeat Captain Hook and rescue Tink before time runs out! Combine flying techniques with fighting moves for aerial acrobatics that will kick some serious pirate booty!

ONLY FOR GAME BOY ADVANCE

Disney's PETER PAN RETURN TO NEVER LAND

BREATH OF FIRE II
• Capcom

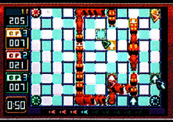
Readers' Average Score at www.nintendo.com

See Now Playing v.155 for more info

EVERYONE — Mild Violence

CHUCHU ROCKET!
• Sega

Readers' Average Score at www.nintendo.com



See Now Playing v.146 for more info

EVERYONE

NANCY DREW: MESSAGE IN A HAUNTED MANSION
• DreamCatcher

Readers' Average Score at www.nintendo.com

See Now Playing v.152 for more info

EVERYONE

NBA JAM 2002
• Acclaim Sports

Readers' Average Score at www.nintendo.com

See Now Playing v.153 for more info

EVERYONE

TEKKEN ADVANCE
• Namco

Readers' Average Score at www.nintendo.com

See Now Playing v.151 for more info

TEEN — Mild Violence

KEY

GCN GBA GBC 7 NUMBER OF MEMORY CARD BLOCKS REQUIRED

ADVENTURE ARCADE FIGHTING PLATFORM PUZZLE RPG RACING SHOOTER SPORTS STRATEGY

CRITICAL MASS

To describe their unique, personal tastes, each of NP's diverse critics has ranked 10 game genres in order of preference, with the favorite type of game appearing first.

ALAN:
ANDY:
CHRIS:
GEORGE:
JASON:
JENNI:
SCOTT:
STEVEN:

ESRB RATINGS

The Entertainment Software Rating Board evaluates each game's content and assigns one of the following ratings to reflect the appropriate age group for the game.

EC Early Childhood
T Teen (13+)
A Adult (18+)
E Everyone
M Mature (17+)
RP Rating Pending

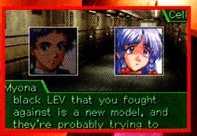
To contact the ESRB, call 1-800-771-3772.

ZONE OF THE ENDERS™

THE FIST OF MARS

KONAMI®

HEAVY METAL TOUR!



HEAD TO HEAD MEGA MECH ACTION IN YOUR HANDS!

SIGN UP FOR A FUTURISTIC TOUR OF DUTY AS WAR RAGES ON THE COLONIES OF MARS. ASSUME TACTICAL COMMAND OF AN ARMY OF MECHS, ENHANCE THEIR ABILITIES AND WEAPONS, THEN GUIDE THEM INTO BATTLE. SAVING THE SPACE COLONY IS NOW IN YOUR HANDS...

EVERYONE
E
CONTENT RATED BY ESRB
Violence

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GAME BOY ADVANCE

WAVE RACE® BLUESTORM

ROB HAYWOOD WAVE RACE CHALLENGE

Deadline: June 10

Welcome to the fifth and final Wave Race Challenge, hosted by Rob Haywood. You'll need to survive the seven storm-lashed courses of an Expert Championship. The challenge is to earn the shortest possible completion time for the whole championship. To take the challenge, enter the password below into the game's Password menu. Choose any character. After you complete the entire championship, the game will provide you a 24-character results code. To enter the contest, send in your results code and top total time on a postcard as detailed below.

USING THE PASSWORD

To access the Password menu, go to Options from the main screen and press X, Z and Start at the same time. Select the Password menu when it appears and use the Control Stick to select the numbers and letters in the password exactly as it is printed in the box on this page. If you enter the password correctly, a message will appear telling you what sort of challenge you've opened. Select OK to go directly to the race.

The competitor with the shortest total time will win a new 32" TV and a trip to Nintendo and Nintendo Software Technology Corporation in August!

YOUR CHALLENGE PASSWORD:
AJXY8P53

When heading into a stretch of buoys, figure wave strength and direction into your attack.

Avoid the crests of waves whenever possible. Instead, slip into a wave's trough for a smoother ride.

ROB'S TIPS:

Tough-guy Rob has the strength and speed to punch through a wave and slowly build up a tsunami of velocity. But for stormy courses, he admits that he might be the choice for only the most advanced players. Nigel, with his great maneuvering and good acceleration, is an easier choice for slaloming through the waves. Whomever you select, keep a vigilant eye on the massive swells. At best, you'll use them to gain momentum. At worst, they'll drag you under.

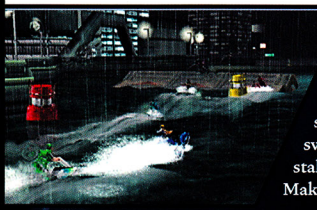
SUBMITTING THE RESULTS CODE

Once you've completed the challenge, enter your initials to receive your 24-character code. Write it down, along with your top total time. You can take the challenge as often as you like, but send in only your top time and its corresponding code on your Rob Haywood Wave Race Challenge entry. Make sure the letters and numbers are written clearly and in the correct order. Illegible or improper codes will invalidate your entry. Persons over 13 years of age can also enter online at waverace-bluestorm.com/npenter.html.

MAIL YOUR ENTRY TO:
ROB HAYWOOD
WAVE RACE CHALLENGE
P.O. BOX 3481
REDMOND, WA 98073-3481

OFFICIAL CONTEST RULES: NO PURCHASE NECESSARY. PURCHASE WILL NOT IMPROVE ODDS OF WINNING. VOID WHERE PROHIBITED. Only U.S. and Canadian residents (excluding residents of Puerto Rico and Quebec) who are not employees of Nintendo of America Inc. ("NOA") or its affiliates (or their immediate families) are eligible to enter. To enter print "Rob Haywood Challenge", your name, address, telephone number and Wave Race Password on a postcard, and mail the entry to this address: WAVE RACE: ROB HAYWOOD CHALLENGE, P.O. BOX 3481, REDMOND, WA 98073-3481 or to enter online go to waverace-bluestorm.com/npenter.html (only persons older than 13 years old can enter online). Enter as often as you wish. Entries must be received by 6/10/02. NOA is not responsible for: (a) late, lost, illegible, or misdirected mail or photos without the appropriate information accompanying them; (b) disruptions or damages due to events beyond NOA's control; or (c) printing or typographical errors. Entrants consent to being placed on a mailing list for promotional materials. On or about 6/25/02, winners will be determined based on the game data contained in their Results Password with judging criteria favoring the highest score. In the event of a tie, the grand prize winner will be determined by the highest score attained by correctly answering a timed Wave Race quiz. NOA will attempt to notify winners by mail by 7/10/02. Prizes not claimed within 15 days after notification or which are undeliverable will be forfeited and will not be awarded to an alternate winner. Grand Prize Winner not eligible to enter subsequent Wave Race Contests. Odds of winning depend on number of entries. Grand Prize: One (1) winner will receive a television and a trip for two (2) to visit Nintendo Headquarters and NST (airfare, hotel accommodations, trip transportation and meals are included). Approximate Retail Value (ARV) of prize package is $4,000.00. Actual trip dates to be on August 1, 2002 to August 5, 2002. Travel not used on those dates will be forfeited. Airfare, hotel accommodations, and trip transportation is included in this trip. If under 18, winner must be accompanied by parent or guardian. Prizes awarded may be different than products shown. TAXES ARE WINNERS' SOLE RESPONSIBILITY. Canadian duties and brokerage fee/taxes may apply. Prizes won by minors will be awarded to a parent/legal guardian on their behalf. No transfer or substitution of prizes permitted, except that NOA may substitute a prize of equal or greater value for any prize. All prizes are awarded "AS IS" and WITHOUT WARRANTY OF ANY KIND. Winners (and if winner is a minor his or her parent/legal guardian) may be required to execute an affidavit of eligibility and release of liability as a condition of award. Airline and hotel accommodations will be selected by Nintendo at its sole discretion. Dates of travel are August 1, 2002 to August 5, 2002. Guests of winner must be at least 18 years of age prior to winner's taking the Trip unless winner is the parent or legal guardian of the guest. Except as expressly specified, winner is responsible for ground transportation to and from the departure airport and all other expenses that winner or winner's guest incurs in connection with the Trip, including but not limited to all applicable passport, visa, and entry/exit fees. By entering, you (and, if you are a minor, your parents or legal guardians) release Sponsor, its parent, and their affiliates, directors, officers and employees (collectively, "Released Parties") from any liability for any claims, costs, injuries, losses or damages incurred in connection with the Sweepstakes or any prize (including those related to personal injury, death, damage to property, and rights of publicity or privacy). (If prize has high liability) IF YOU ARE A MINOR, YOUR PARENTS OR LEGAL GUARDIANS AGREE TO INDEMNIFY EACH OF THE RELEASED PARTIES FROM ANY SUCH CLAIMS, COSTS, INJURIES, LOSSES OR DAMAGES SUFFERED BY YOU. Entrants agree to be bound by these Rules and Sponsor's decisions, which are final. Sponsor may change these Rules and/or suspend or cancel the Contest at any time if causes beyond Sponsor's control affect the administration of the Contest or Sponsor otherwise becomes (in its sole discretion) incapable of running the Contest as planned. Any provision of these Rules deemed unenforceable will be enforced to the extent permissible, and the remainder of these Rules will remain in effect. For a copy of these rules, or (after 6/25/02) a list of winners, send your request to the address above. VT residents may omit return postage. The Contest and all accompanying materials are Copyright © 2002 by Nintendo of America. All rights reserved. The sponsor of the Sweepstakes is Nintendo of America Inc., ("Sponsor"), Redmond, Washington.

WAVE RACE STORMY SWEEPSTAKES



Deadline: May 31

Though only the person with the best time will win the Rob Haywood Wave Race Challenge on the opposite page, hundreds of entrants can win the Wave Race Stormy Sweepstakes. Every month through June, you can enter a Wave Race sweepstakes for hundreds of prizes. All you have to do to enter this month's Wave Race sweepstakes is fill out a postcard and send it to the address noted below. Just one sweepstakes entry from each contestant will be valid, so you can win only once each month. Make your splash before the sweepstakes series is over!

PRINT THE FOLLOWING INFORMATION ON A POSTCARD:

STORMY SWEEPSTAKES
NAME
ADDRESS
TELEPHONE NUMBER

SEND YOUR CARD TO:
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STORMY SWEEPSTAKES
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REDMOND, WA 98073–3580

ENTER TO WIN:

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(1-800-422-4281 TDD)

Note: We are unable to answer game play questions on this line. 6 a.m.-9 p.m. Pacific time, Monday-Saturday, 6 a.m.-7 p.m. Sunday. French- and Spanish-speaking representatives are available.

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Volume 157 June 2002

Lost Kingdoms

A sinister fog gets the royal treatment in Lost Kingdoms, a card-based action RPG for the Nintendo GameCube. Be with us next month as we help the princess deal out some serious punishment to clear out the fog.

Legends of Wrestling

Wrestling giants past and present join forces to throw down as never before. NP will head back to the days when wrestling was still real to give you the strategies you'll need to master the mayhem.

Castlevania: Harmony of Dissonance

NP sinks its teeth into Konami's classic, creepy franchise once more in its review of Castlevania: Harmony of Dissonance for the Game Boy Advance. The creatures of the night—what beautiful and noisy music they make!

E3 Preview

Next month, get an early glimpse at the games that will make heads turn at this year's E3 show with NP's E3 Preview. We've got the inside line on the games that will be making news just a few days after the magazine hits your mailbox.

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- BOMBERMAN GENERATIONS
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Volume 154 (Mar. '02): Sonic Adventure 2: Battle, NBA Street, 18-Wheeler: American Pro Trucker, Zone of the Enders: The Fist of Mars, Broken Sword: Shadow of the Templars, Super Mario World: Super Mario Advance 2 Part 2, Crash Bandicoot: The Huge Adventure Preview, Pac-Man World 2 Preview, Disney's Donald Duck: Goin' Quackers Preview, Sega Soccer Slam Preview, 2001 Nintendo Power Awards Nominations.

Volume 153 (Feb. '02): NBA Courtside 2002, Batman Vengeance (GCN), Cel Damage, ESPN International Winter Sports 2002, Smashing Drive, Dark Summit, Super Mario World: Super Mario Advance 2, NFL Quarterback Club 2002, Sonic Advance, Shantae, DigiPen Institute of Technology Special Report, Sonic Adventure 2: Battle Preview, Tom Clancy's Rainbow Six: Rogue Spear Preview.

Volume 152 (Jan. '02): Pikmin, Super Smash Bros. Melee, The Simpsons: Road Rage, FIFA Soccer 2002, Universal Studios Theme Parks Adventure (GCN), *Star Wars*: Jedi Power Battles, Nancy Drew: Message in a Haunted Mansion (GBA), Harry Potter and the Sorceror's Stone (GBC), Wave Race: Blue Storm Contest & Sweepstakes, NBA Courtside 2002 Preview.

Volume 151 (Dec. '01): Super Smash Bros. Melee, Dave Mirra Freestyle BMX 2, SSX Tricky, NHL Hitz 20-02 (GCN), Tony Hawk's Pro Skater 3 (GCN), Harry Potter and the Sorcerer's Stone (GBA), Disney's Donald Duck Advance, Golden Sun Part 2, Wendy: Every Witch Way, Pikmin Preview, Batman Vengeance Preview, Disney's Tarzan: Untamed Preview, Crazy Taxi Preview, Dragon Warrior Monsters Breeding Chart and Giveaway.

Volume 150 (Nov. '01): Luigi's Mansion, *Star Wars* Rogue Squadron II: Rogue Leader, Super Monkey Ball, Madden NFL 2002, Razor Freestyle Scooter, Wave Race: Blue Storm, Doom (GBA), Golden Sun, Wario Land 4, Nintendo Power 150th Anniversary Special, Super Smash Bros. Melee Preview, Harry Potter and the Sorcerer's Stone (GBA) Preview, Tekken (GBA) Preview.

Volume 149 (Oct. '01): *Star Wars* Rogue Squadron II: Rogue Leader Preview, Space World News, Luigi's Mansion Preview, Super Monkey Ball Preview, Wave Race: Blue Storm Preview, Spyro: Season of Ice Preview, Golden Sun Preview, Advance Wars, Dragon Warrior Monsters 2, Lady Sia, Spider-Man: Mysterio's Menace, Disney's Atlantis: The Lost Empire.

Volume 148 (Sept. '01): Mario Kart: Super Circuit, Mega Man Battle Network, NHL Hitz 20-02 Preview, Tony Hawk's Pro Skater 2 (N64), Jurassic Park III: Park Builder, Klonoa: Empire of Dreams, LEGO Bionicle, Madden NFL 2002 (N64), Tomb Raider: Curse of the Sword, Nintendo GameCube Countdown, Advance Wars Preview, Dragon Warrior Monsters 2 Preview.

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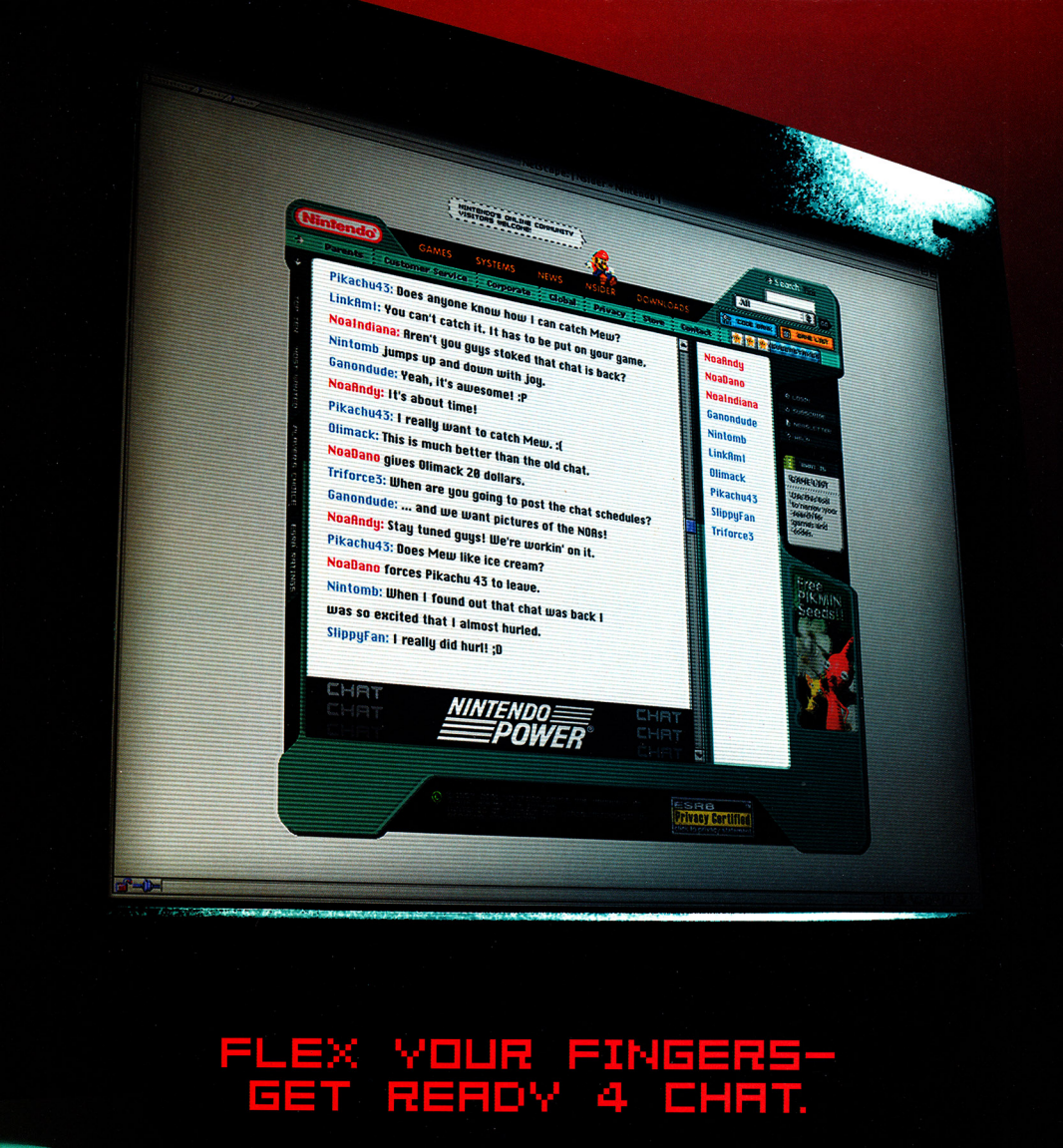

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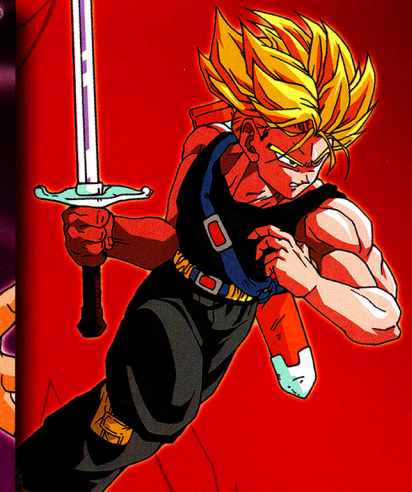

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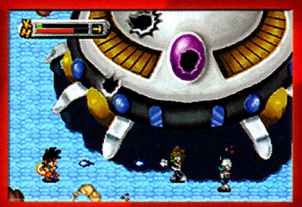

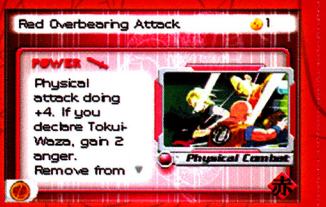

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Go to the-scorpion-king.com for more information on the movie.

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